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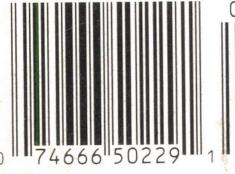
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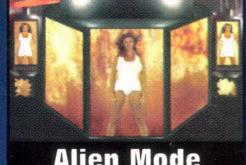
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TRACK & FIELD



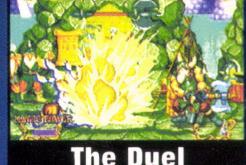
How to Cheat

AREA 51



Alien Mode

GOLDEN AXE



The Duel

X-PERTS



Strategy Guide

SOUL EDGE



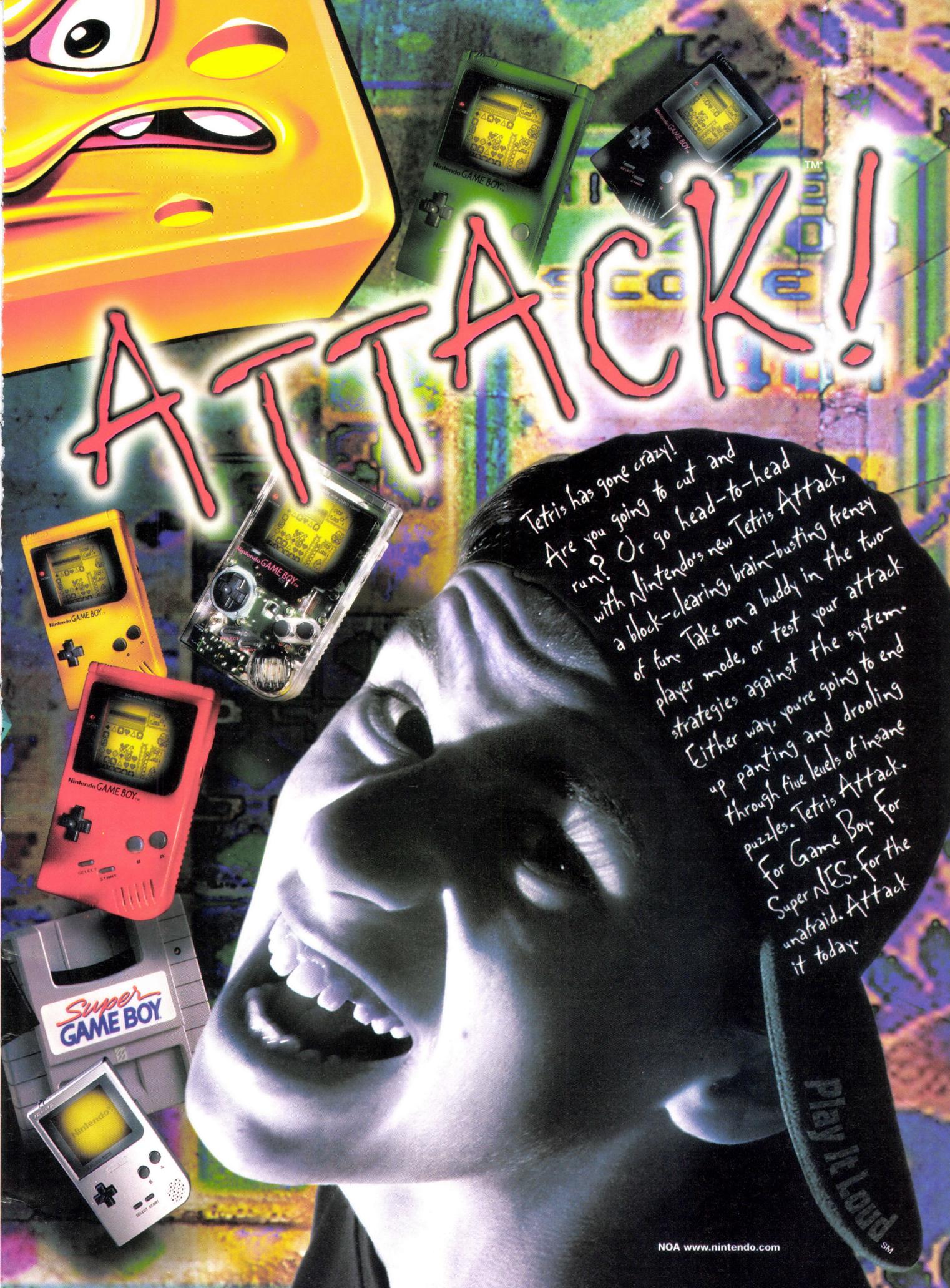
Secret Character



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ATTACK!

Tetris has gone crazy! Are you going to cut and run? Or go head-to-head with Nintendo's new Tetris Attack, a block-clearing, brain-busting frenzy of fun? Take on a buddy in the two-player mode, or test your attack strategies against the system. Either way, you're going to end up panting and drooling through five levels of insane puzzles. Tetris Attack. For Game Boy. For Super NES. For the unafraid. Attack it today.



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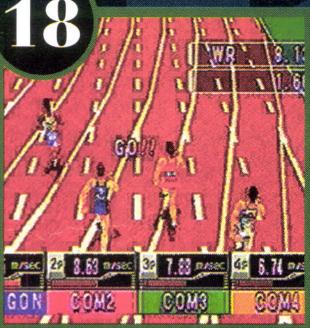
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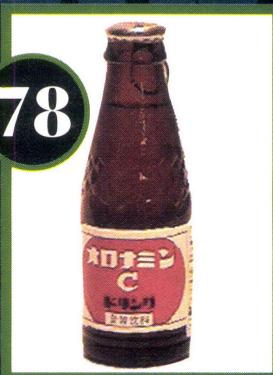
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STAFF SECRETS



Editor in Chief **Chris Bieniek** is the envy of the *TIPS & TRICKS* staff because of the McDonald's supersize Dennis Rodman cup that his mom sent him from Chicago (the color of Rodman's hair changes when you fill the cup with a cold drink). His last two weekends were spent playing *Crossed Swords* and listening to *Purpendicular*; sometimes he feels like screaming.



Executive Editor **Betty Hallock** got a new prescription for her glasses and is seeing a little better these days. She's been using Crest's new Gum Care toothpaste, Thera Mint Gel. It leaves your mouth feeling chalky and tingly after you're finished brushing. She likes it. She also recommends Viadent toothpaste if you're really looking after your gums but warns that it tastes really funny.



Art Director **Ione Flores** prefers silk velvet to any other kind of velvet. She's looking forward to E. Annie Proulx's next novel, *Accordion Crimes*, which she plans to read poolside. Ione finds Proulx's writing rather Faulknerian. Her favorite breakfast foods include maple bars, scrambled eggs and Cap'N Crunch Berries.



Senior Editor **Nikos Constant** has been eating a lot of Chinese food lately. His favorite Chinese restaurant is Hop Woo in L.A.'s Chinatown. He recommends the tomato beef chow mein. Dim sum is another matter entirely. Nikos likes going to Monterey Park for dim sum but can't remember the exact name of the restaurant he prefers. With the help of Chris B., he's rediscovered the joys of *Mob Rules*-era Black Sabbath.



Wataru Maruyama likes BBQ Baked Lays better than Pringles. *Paid in Full* is his favorite Eric B. & Rakim album. He's been playing a lot of basketball lately and working on his upper body. He also plans on jogging to and from work. He's been thinking about buying a new car by the end of the year, some kind of Jeep-type thing that's not too big and not too small. Iceland green with tinted light-green windows.



Tyrone Rodriguez has been obsessed with McDonald's since the advent of the Arch Deluxe. He'll usually order one Arch Deluxe Value Meal, a six-piece Chicken McNuggets and two frozen yogurt cones. His favorite McDonald's is the Rock 'N' Roll McDonald's in Chicago, where you can get a chocolate frozen yogurt cone. The only other McDonald's that he knows of where you can get a chocolate frozen yogurt cone is the one in Pleasanton, California.



David Hunt's favorite sport is boxing. He idolizes Oscar de la Hoya and Butterbean. He once spent a week eating only butter beans—but he got tired of that real quick. He now snacks on lots of candy corn and Reese's Peanut Butter Cups. He's mastered the art of eating peanut butter cups from the middle. He limits his candy intake though, because he doesn't want cavities.

On the cover: *Manx TT Super Bike* © 1996 Sega. *Street Fighter Alpha 2* © 1996 Capcom. *Metal Slug* © 1996 NAZCA Corp. All rights reserved.

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Readers' Tips



Got a cool cheat, code or combo that hasn't been printed anywhere else? Send your tips, tricks questions and comments to:

TIPS & TRICKS

**8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211**

We can't respond to every letter we receive, but we do read them all and we enjoy hearing from you.

THE BOMB JINNA

I think that *TIPS & TRICKS* magazine is the Bomb Jinna. With all your tips and tricks, not even one other magazine can compare. Other magazines can have even 500 pages, but none compare to *TIPS & TRICKS* pages. My point is not to suck up but to tell you guys that your magazine would be better if you trashed all the old timers' codes like *Star Fox* or *Clay Fighter*. You guys should have the 1994 and 1995 games and the new ones like *Killer Instinct*, *FIFA International Soccer*, *Madden '95*, *Madden 96* and many others I've forgotten.

—Joel Ruiz
Alhambra, CA

Joel, we try to include everything we can find in order to appease everyone. Ours is the most comprehensive tip collection available, and we're constantly adding tips—both for new games and old games. Someday they'll all be in there.

FISHY FUN

I am writing to you because I have an idea for a new PlayStation game. It's a Sega Genesis game, and I have played it and it is fun. The game is called *Bass Master*. I was thinking someone should make a PlayStation game similar to this game. I am 13 years old and love to play PlayStation. I have four games. They are

Tekken, *Doom*, *CyberSled* and *Twisted Metal*. I also have *TIPS & TRICKS* magazine and I use it all the time. Let me know if there is something like this game for the PlayStation. Thanks.

—Bradley Fredrick
Grand Prairie, TX



You're right, Bradley. Someone should release a fishing game for the PlayStation. There are two or three already available in Japan, but we haven't heard Sony will license them for release in this country. *Hot•B* may get the go-ahead, but until we find out more, you might want to check out Mark Davis' *The Fishing Master* for the Super NES, which was released by Natsume in April. Mark Davis is the 1995 Bass Master Classic champion and B.A.S.S. Angler of the Year. Also, T•HQ will release *Bass Masters Classic: Pro Edition* for the Super NES this month!

SERGE SPEAKS

I whould [sic] like some codes for NES for Super Nintion [sic] for *Madden 96*. I need it bad. Don't act dum [sic]!

—Sergio Carter
Bradbury Heights, MD

Look, tough guy, you're gettin' on our case now. Check out the "Super Nintion" tip section starting on page 50 for all of the *Madden 96* codes you'll ever need. See ya there later, nitz.

I NEED A HERO

I'd like to know when *Marvel SuperHeroes* will be out for the Sega Genesis. I think it totally rules!

—Brandon Jones
Cassatt, SC

Bad news, Brandon. Capcom has announced that *Marvel SuperHeroes*

will be released for the Saturn and PlayStation late this year, but it's not expected to appear on any 16-bit platform. If you own a Super NES, however, you can look forward to *Marvel SuperHeroes: War of the Gems*; it's a side-scrolling beat-'em-up from Capcom that plays more like *Final Fight* than *Street Fighter*.

VIDEO GAMES CHANGED MY LIFE

I want to let you know something. When I didn't play video games, I got picked on. Then when I started playing *Killer Instinct* and *Mortal Kombat*, I learned fighting and never got picked on. My grandpa says video games brain wash you, but I don't think so. I am Jared, I am 10 and now have a lot of girlfriends! Keep up the good work!

—Jared Krotter
Auberry, CA

It certainly is good work, Jared, when our endeavors have any influence whatsoever on your getting more girlfriends. We're also glad that you don't get picked on anymore. It would seem that you're the one actually doing the good work. Have you told your grandfather of your new found confidence and charisma? He ought to be happy about that.

READER AAARRRTTT

Why don't you have a section in your magazine for drawing sent in by the people that buy your magazine? Here's a drawing that I like and hope you do too. It is a picture of Nightwolf from *Mortal Kombat 3*. It would mean a lot to me if you would show my drawing in next month's issue, after all you are my ffffffaaaaaavvvvvvooooorriiiitttteeeee magazine.

—Brandon Pershern
Menomonie, WI



We do have a section in the magazine for drawings sent in by our readers; you're looking at it! That's a cool picture of Nightwolf...oh, and shame on you for making us type in the word "favorite" exactly the way you spelled it.

FAST SELLING AT THE STORES

I am writing to you regarding the February issue of *TIPS & TRICKS* that I didn't get to buy. Your magazine is fast selling at the stores. There are more than a thousand freaks of video game people who want to buy your magazine and have caused me to miss yet another issue.

—Reggie Moralde
Vallejo, CA

Reggie, your complimentary copy of the February issue is on its way to your home. Now you should think about subscribing; that is, unless you enjoy being trampled by "more than a thousand freaks of video game people" on your way to the newsstand every month.

THE FAMILY THAT PLAYS TOGETHER...

My family and I are really into the Sony PlayStation. We can't decide which games to get. I'll give you a joke, if you give me a list of games that I should buy: Two guys walked into a bar. One ducked; the other said, "Ow!"

—Evan Johannigman
Lakewood, CO

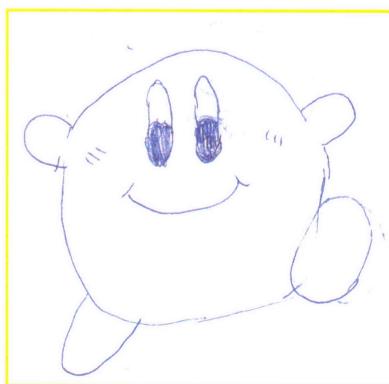


Thanks for the joke, Evan. Here are just a few that Betty recommends: Tekken (1 or 2), Battle Arena Toshinden 2, Jumping Flash (1 or 2), Resident Evil, Alien Trilogy, NFL Game Day, Ridge Racer Revolution and WipeOut.

JUST KIRBY

Here is my picture of Kirby.

—Scott Fayer
Buffalo Grove, IL



Gee, Scott, can you quit beating around the bush and just get to the point of your letter already?

I BEMOAN THE LAPSE OF THE SEGA CD

I just recently bought a Sega CD system and a subscription to *TIPS & TRICKS*. The first issue I get...no Sega CD codes. What happened? Have you stopped printing them?

—Brian Whitney
Sandy, UT

In order to make room for new tips, we occasionally have to cut out the tip sections for game systems which are no longer being supported with new software. Because the Sega CD is officially "dead", we haven't been running tips for its games since May. However, we try to reprint tips for older systems at least once a year, so you won't miss them if you're a subscriber. (We had Lynx and TurboGrafx-16 tips in the February issue and even NES tips in November '95.) If we find any "new" Sega CD tips, you'll find out about them eventually; in the meantime, we're sending you a complimentary copy of the May issue, which featured over 200 Sega CD tips.

IT'S MY BIRTHDAY

Was' up, man? What's doin' around the corner? OK, guys, listen and listen carefully 'cause I ain't sayin' it twice. So listen carefully. My 13th birthday's comin' up, and I want a present. You hear? A pre-

sent! For my birthday! Yup, that's right. You heard me, and don't say, "What? This guy's nuts!" 'cause I'm expectin' it! A present! It could be money (a check, not cash, so that it shouldn't somehow mysteriously disappear in the mail) or an object (a game or even a Sony PlayStation or a Sega Saturn). Remember! I'm expectin' it. A present!

—Stuffed with Brains
New York, NY

What? This guy's nuts!

PUSHING IT

I looked in your May issue and found a *Killer Instinct 2* poster, then in April I found no poster. Can you put a poster in every book? Wait a minute! I looked in the back of your books and saw "Betty's Index" and it is boring. You need to take "Betty's Index" out and in with something else. Get a place to put what's boring about your book 'cause you're pushing it.

—Lucian "Code Man" Tucker
Baltimore, MD
P.S. You can call me "Code Man."

O.K. "Code Man." You'll like this issue's *Soul Edge* poster, but we think that putting a poster in every issue would be pushing it.

TOKEN OF THE MONTH



This month's token comes from the now-defunct Gary Coleman's Arcade in Marina Del Rey, California, which was owned by the TV star several years ago.

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token between two pieces of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211



Soul Edge

by Wataru Maruyama

HIDDEN CHARACTER

Lurking in the cabinet of your local *Soul Edge* machine is a hidden character that has only been mentioned in rumors, but now is yours to control! Here's how:

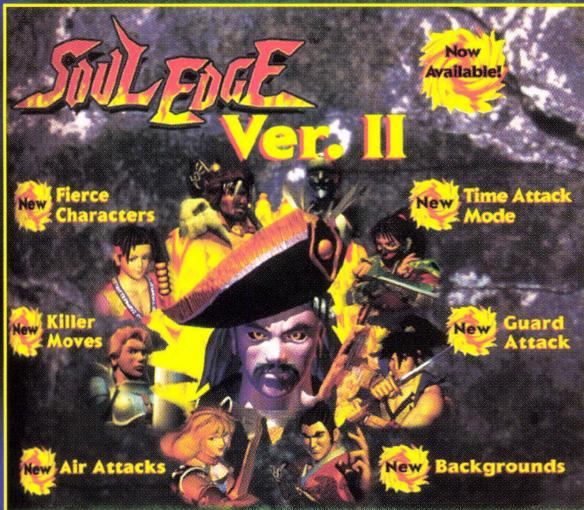
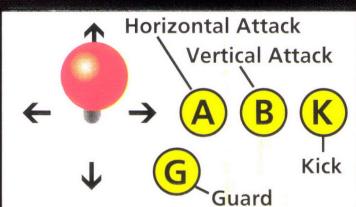
PLAYER 1 SIDE

1. Insert your quarters or tokens, then press and hold **START**. Continue to hold **START** through step 5.
2. With Mitsurugi highlighted, press **Up, Down**.
3. Move the cursor to Taki and press **Up, Up, Down, Down**.
4. Move to Rock and press **Down, Up, Down, Up**. You'll hear a jingle to confirm the code.
5. Now press **Left** and you'll see Hwang Songyun in the character box!

PLAYER 2 SIDE

1. Insert your quarters or tokens, then press and hold **START**. Continue to hold **START** through step 5.
2. With Ziegfried highlighted, press **Up, Down**.
3. Move the cursor to Li Long and press **Up, Up, Down, Down**.
4. Move to Voldo and press **Down, Up, Down, Up**. You'll hear a jingle to confirm the code.
5. Now press **Right** and you'll see Hwang Songyun in the character box!

Remember to hold the **START** button during the entire sequence. This code is fairly forgiving, so if you mess up, start the code again at Mitsurugi or Ziegfried. You don't have to do it very quickly, but you'll need to be accurate.



OTHER NEAT STUFF

ALTER-EGOS

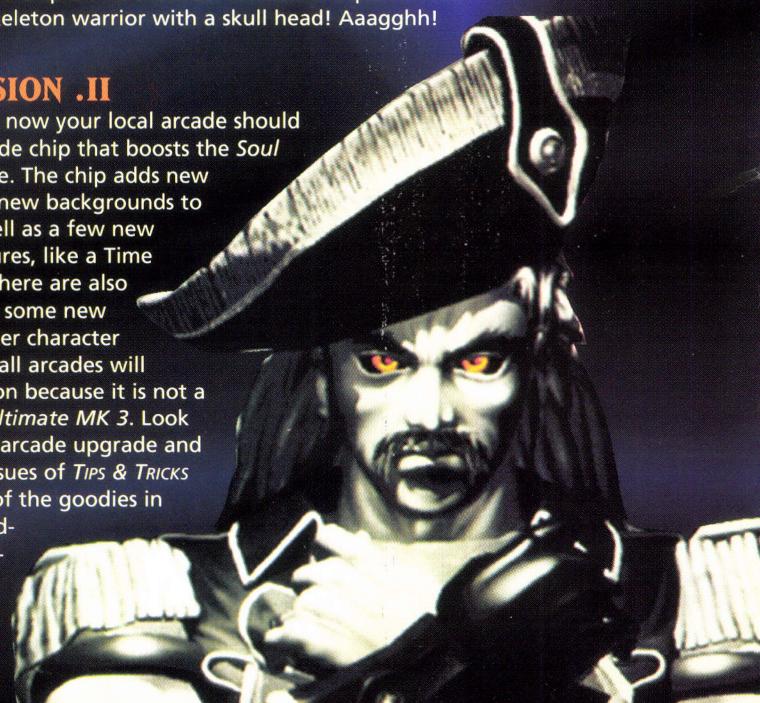
In case you didn't know, you can hold the **GUARD** button down to select between different personalities for the characters. Don't forget to check out Hwang's alter ego!

THE BOSS

The boss at the end of the game is a fellow named Cervantes. He looks like an evil pirate with a chip on his shoulder instead of a parrot. His alter ego is a skeleton warrior with a skull head! Aaagghh!

NEW VERSION .II

Yes, indeed! By now your local arcade should have the upgrade chip that boosts the *Soul Edge* experience. The chip adds new characters and new backgrounds to the game as well as a few new gameplay features, like a Time Attack mode. There are also supposed to be some new moves and better character balancing. Not all arcades will have this revision because it is not a free chip like *Ultimate MK 3*. Look around for the arcade upgrade and watch future issues of *TIPS & TRICKS* to find out all of the goodies in version 2, including new character moves and secrets!





HWANG

This secret fighter is armed to the teeth with a diverse array of attacks and special moves. Nobody's hungrier than Hwang.

STRATEGY

Hwang uses a Chinese sword and wields it in a similar fashion to Mitsurugi. His blade is equal in strength to Mitsurugi's, but Hwang has a huge advantage in kicks. He has many effective attacks that distract and confuse. His footwork is almost equal to that of Li Long, but doesn't have as much impact. Concentrate on his leg strikes to throw opponents off-balance, then strike mercilessly with your blade!

MOVES

Konetsushotenko	B, B, A, B
Sengeki	→ + B
Rikatsugeki	← + B
Kousoushu	← + K
Katsumensho	↖ + K
Fukensho	↓ + K
Fukenshogeki	↓ + K, B
Kaitensho	→, → (hold) + K
Kaitenchogekishu	→, → (hold) + K, K, K
Soshoten	A + B
Kometsudan	→, → (hold) + A + B
Kyuhosengeki	↓ ↘ → + B

Grabs (in close)

Arm Clutch Drop	A + G
Shoulder Throw	B + G
Reverse Flip	A + G (from behind)
Kitchen Sink	B + G (from behind)

Critical Edge Special

Hwang Special	← ↓ ↓ ↘ → + B + K (during Critical Edge)
---------------	---



MOVES

Jab and Hack	A, A
Jab and Toe Kick	A, K
Punch Combo	A, A, A
Body Hack	→, → (hold) + A
Double Upper	B, B
Upper and Hack	B, A
Elbow Smash	↓ + B
Double Knuckle	→, → (hold) + B
Double Kick	K, K
Side Kick	↖ + K
Smash and Hack (while ducking)	B, A
Spin Kick	A + K
Reverse Spin Kick	A + K (with back to opponent)
Double and Low Slash	A, A, A + ↓
Triple Slice	A, A, B
Rishingeki	↖ + A
Tensojin	↖ + A
Ryshujin	↖ + A
Henpujin	↖ + A, A
Funranpujin	↖ + A, A, B
Konetsudan	B, B, A
Konetsutensojin	B, B, A, ↓ + A

Arcade strategy



by Wataru Maruyama

ATTENTION!

As this issue went to press, Sega had still not decided if it was going to release **Sonic the Fighters** in U.S. arcades. If you haven't seen this game yet, ask your arcade operator if he or she expects to get it. We fell in love with the game's characters and wacky special attacks—and the cool music!—so we decided to go ahead and give you a taste of the game's moves, since there are a few arcades with the Japanese version installed. If the game gets a full American release, look for updates in future issues!

SONIC



The blue mischief-maker has decided that he needs to whup some butt to gain respect.

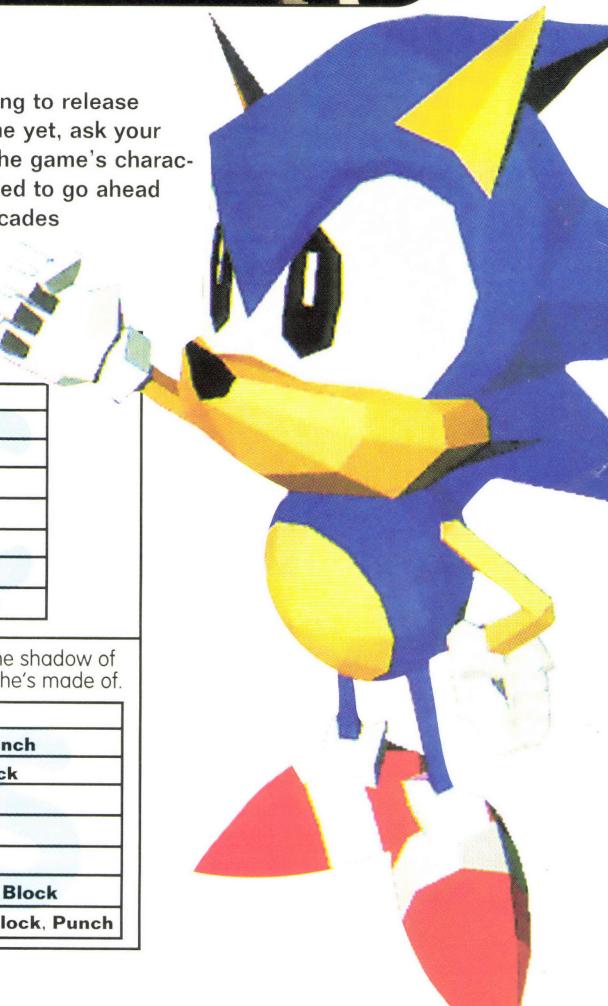
Spin Attack	↓ + Punch
Ballet Toss	↑ + Punch
Spiral Spin	↓, ↓ + Punch
Dash Spin	Dash + Punch
Head Spin	(In close) Punch + Block
Spin Dive	↑ (Hold) + Punch
Super Spin	→ ← + Punch
Dodging Spin	Punch + Kick + Block, Punch

TAILS



This is one sidekick who must fight his way out of the shadow of Sonic. Tails will prove to himself and the world what he's made of.

Propeller Dash	Punch + Kick
Propeller Dash Left	Punch + Kick, Punch
Propeller Dash Right	Punch + Kick, Kick
Scissor Punch	→ + Punch
Stomping Dive	↑ (Hold) + Kick
Moon Launch	Dash + Punch
Airplane Smash	(In close) Punch + Block
Dodge Punch	Punch + Kick + Block, Punch



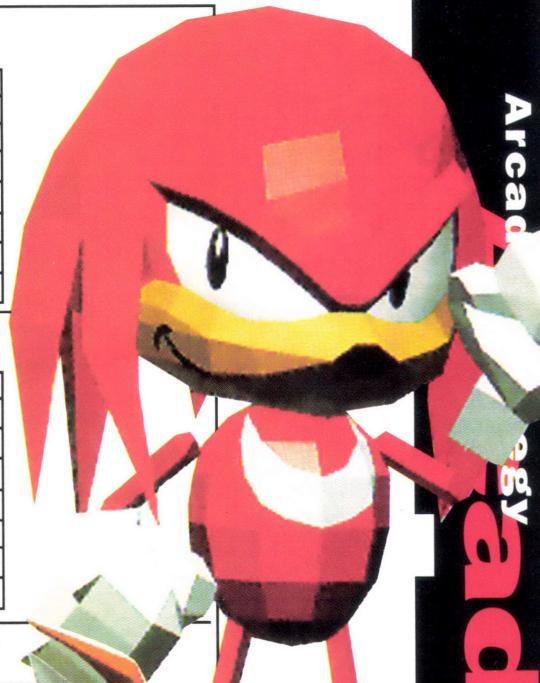


KNUCKLES



The villain-turned-hero wants to make sure the next big Saturn game is **Knuckles 3D**. No more half-baked 32X games for him!

Knuckle Glider	Punch + Kick
One, Two Upper	Punch, Punch, Punch
Upper Cut	↓ + Punch
Body Dive	↑ (Hold) + Punch
Moon Launch	Dash + Punch
Knuckle Special	(In close) Punch + Block, Punch, Punch
Foot Stomp	(In close) ↓, ↓ + Kick + Block
Dodge Punch	Punch + Kick + Block, Punch



AMY



Sonic's sweetheart is determined to win his heart, even if she has to beat it out of him! Yikes!

Magical Hammer	↓ + Punch
Spin Hammer	→ + Punch
Hip Attack	Kick + Block
Hammer Dive	↑ (Hold) + Punch
Head Sliding	Dash + Punch
Horsey Hop	(In close) Punch + Block
Fake Out	← ↓ → + Punch + Block
Dodge Hammer	Punch + Kick + Block, Punch

FANG



Fang just loves fruits and will do anything to get them. He will knock Sonic and friends out to feed his fruity cravings.

Rapid Snipe	→ + Punch, Punch, Punch, Punch
Tail Combo	Kick + Block, Kick, Kick
Spring Kick	→ → + Kick
Super Cork	← → ← + Punch
Horse Kick	Dash + Kick
Low Tail Strike	(In close) ↓ + Kick (While knocked down)
Tail Throw	(In close) →, Block + Kick + ←
Dodge Snipe	Punch + Kick + Block, Punch

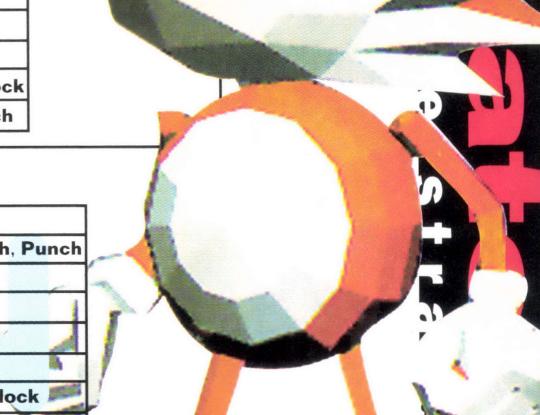


ESPIO



The Chameleon who helped Knuckles out has decided that he is not to be messed with. I believe him.

Espio Spin	↓ (Hold) + Punch
Punch	→ + Punch
Espio Chop	↓ + Punch
Long Tongue Attack	→, → + Punch
Dashing Tongue Attack	Dash + Punch
Table Flip	(In close) Punch + Block
Tongue Throw	(In close) →, ← + Punch + Block
Dodge Punch	Punch + Kick + Block, Punch

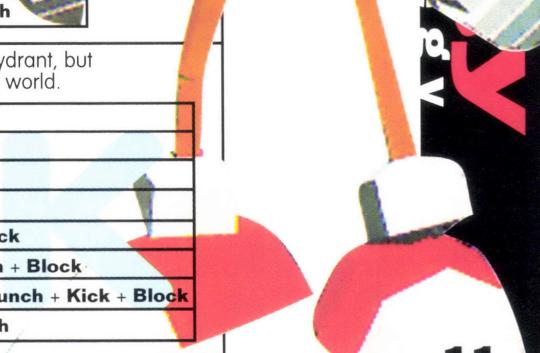


BEAN



This duck is going to quack you up, then quack your spine! Quack, quack, quack, quack, quack!

Round and Round Upper	↓ + Punch
Wild Attack	Punch, Punch, Punch, Punch
Triple Throw	→, → + Punch
Shot	→ (Hold) + Kick
Dash Attack	Dash + Punch
Super Dash	(In close) Punch + Block
Let's Attack	(In close) ← → ← + Punch + Block
Dodge Attack	Punch + Kick + Block, Punch



BARK



This Fido won't chase Karl Malone or mess up the fire hydrant, but he will represent the canine contingency in the Sonic world.

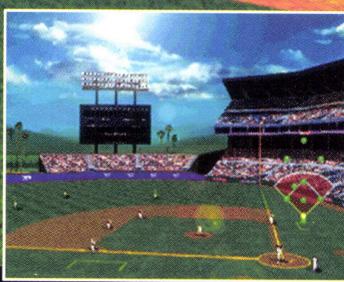
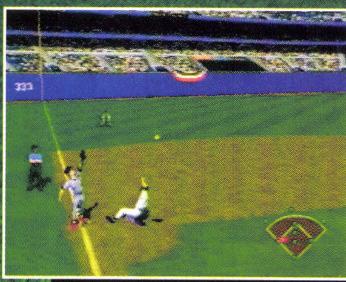
Smash Attack	↓ + Punch, Punch
One, Two Throw	Punch, Punch, Punch
Triple Crush Punch	→ + Punch, Punch, Punch
Dash Attack	(In close) Punch + Block
Second Dash	(In close) ↓, ↓ + Punch + Block
Giant Swing	(In close) ← ↓ → + Punch + Block
Barrier Walk	(When near a barrier) →, → + Punch + Kick + Block
Dodge Punch	Punch + Kick + Block, Punch

whatever **Frank** wants, **Frank** Gets...

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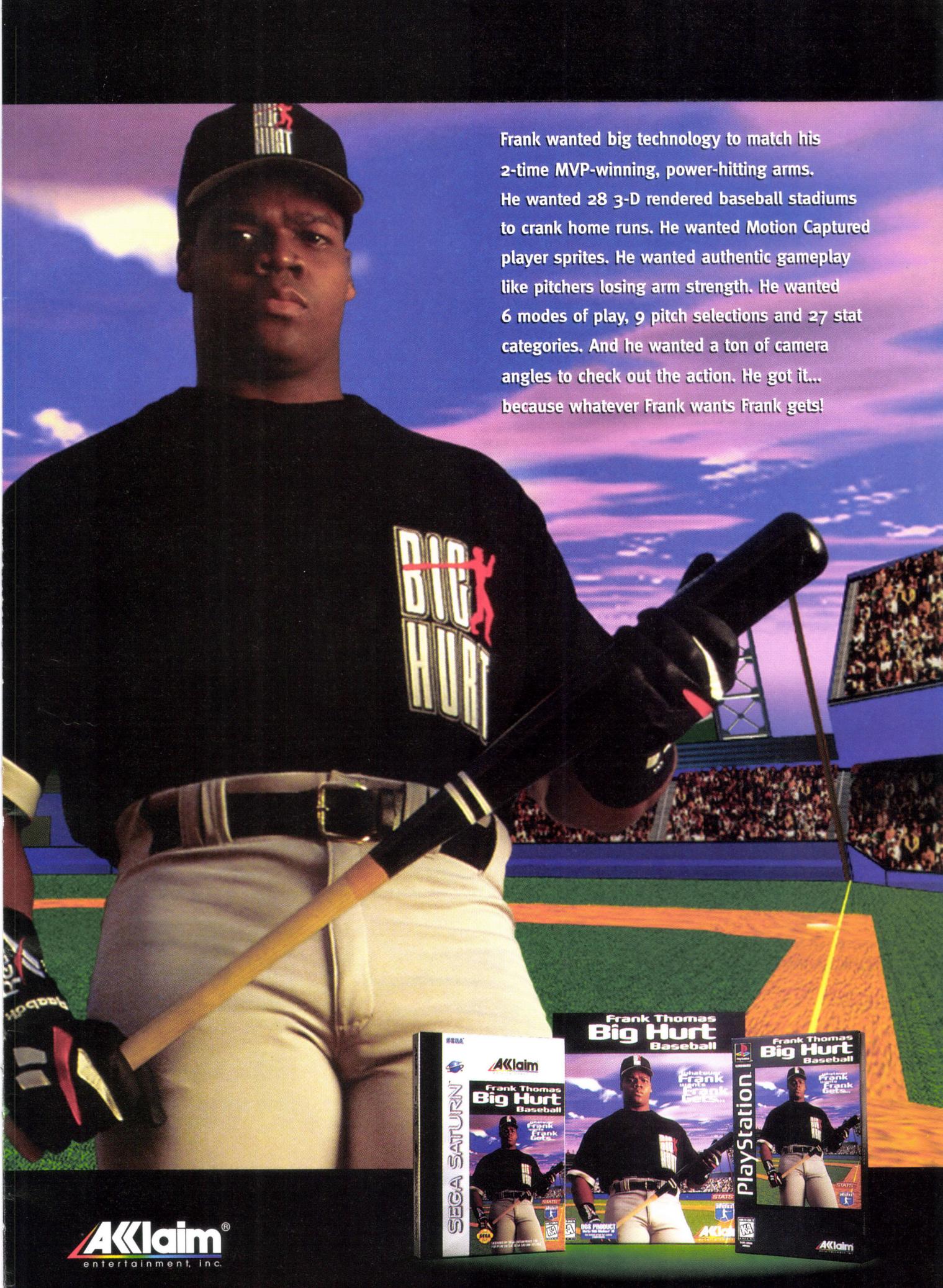
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Frank demanded motion-captured fielding and computer-rendered perfection
before he would unleash his home run power!



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Frank wanted big technology to match his 2-time MVP-winning, power-hitting arms. He wanted 28 3-D rendered baseball stadiums to crank home runs. He wanted Motion Captured player sprites. He wanted authentic gameplay like pitchers losing arm strength. He wanted 6 modes of play, 9 pitch selections and 27 stat categories. And he wanted a ton of camera angles to check out the action. He got it... because whatever Frank wants Frank gets!

AKKlaim
Entertainment, Inc.





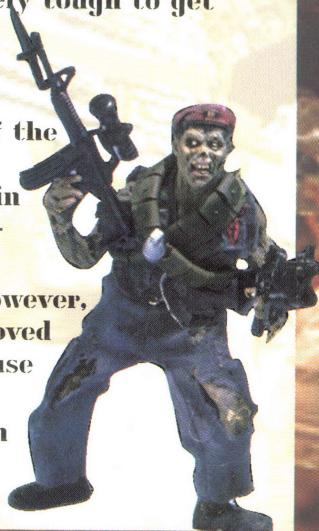
AREA 51

MORE ARCADE SECRETS!

Still looking for secret rooms in AREA 51? Don't feel bad; some of them are extremely tough to get into. Our June issue revealed five of the seven secret rooms and explained how to find eight of the 14 hidden entrances that lead to the secret rooms. (Most of the secret rooms have more than one entrance.) Now we're ready to spill the beans on the rest of the hidden stuff in this mysterious arcade hit, including the trick that activates the top-secret alien mode!

There are seven different secret rooms in AREA 51. However, one of the rooms—called "Shake Your Booda"—was removed from the game in the middle of its production run because of its potentially controversial religious content. Only

2,137 AREA 51 machines exist with this secret room in them; games with a serial number of 2,138 or higher have just six secret rooms.

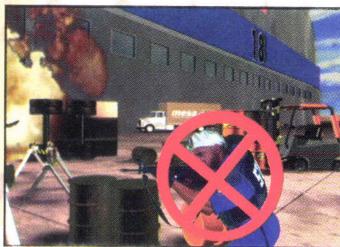


SECRET MODE: “KRONN HUNTER”

As explained in our June issue, the aliens in Area 51 are "Kronomorphs" who were genetically engineered as a slave race to the rulers of the distant planet of Kronn. After thousands of these slave aliens escaped in stolen ships to the far reaches of the galaxy, Kronn Hunters were dispatched to track them down and exterminate them.

Hidden in Area 51 is a top-secret "alien" mode which allows you to play as a Kronn Hunter and see the game through the eyes of the alien in strange, surreal colors. To access this mode, **shoot the first three humans in the game and nothing else**—when you hit the third STAAR team member, the blast doors will close, and the words "Kronn Hunter" will appear on the screen. When the doors open, you'll be playing in "alien" mode!

With this secret trick, you'll be able to discover the full Kronomorph story line by beating the game in Kronn Hunter mode. If you fail as a Kronn Hunter to destroy the alien mothership, you'll see a separate "failure" storyline.



Shoot the first three STAAR team members in the game and nothing else.



Now you're playing in Kronn Hunter mode!



SECRET ROOM ENTRANCES

SECRET ROOM ENTRANCE #2



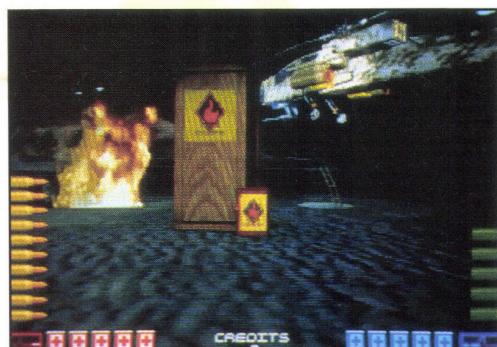
To find Entrance #2, you must shoot the 15 windows on the right side of the Hangar in Wave 2 just after you enter. You will need two players to do this, and you must use several views of these windows to hit them all. This entrance leads to the secret room called "Tank Top."

SECRET ROOM ENTRANCE #5



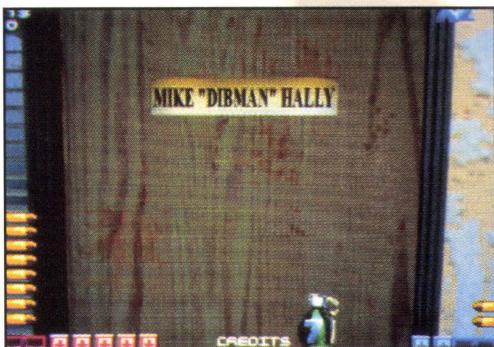
To find Entrance #5, you must shoot all of the exploding barrels and boxes just before and after you get on the forklift in the Hangar during Wave 2. Some of these are very difficult to hit; there are ten items in all. This entrance leads to the secret room called "Egg Cellent."

SECRET ROOM ENTRANCE #8



To find Entrance #8, shoot all of the exploding boxes after jumping onto the helicopter at the end of Wave 3 (The Back Tarmac)—there are 11 boxes in all. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

SECRET ROOM ENTRANCE #10



A very tricky secret entrance to find: You must shoot the two pictures on the desk in the Admin Building (Wave 4) as well as two name plates that appear on office doors later in the wave. The name plates read, "General R. Weatherby" and "Mike 'Dibman' Hally." This entrance leads to the secret room called "Head Quarters."

SECRET ROOM ENTRANCE #13



To find Entrance #13, you must shoot out all of the exploding barrels during the lockdown in the Bunker (Wave 6) where the zombies are throwing barrels at you. A total of 15 barrels must be hit. This entrance leads to the secret room called "Chow Palace."

SECRET ROOM ENTRANCE #14



To find the final secret entrance, you must shoot all 24 of the objects on the pop-up section in the Bunker (Wave 6). It's very difficult to hit them all on your first try, so it's best to attempt this with two players. This entrance leads to the secret room called "Get a Life."



SECRET ROOMS

TANK TOP



This room has only one entry, and it's the hardest secret room to get into. There are 28 pieces to this room, so only one player can reach the maximum multiplier. However, the streak works normally, so you can score over 35,000 points in this room.

HEAD QUARTERS



In this secret room, you'll find six aliens taking a latrine break. In addition to the aliens, there are also 30 items to shoot in "Head Quarters." Hit everything and you'll score over 40,000 points.

SHAKE YOUR BOODA



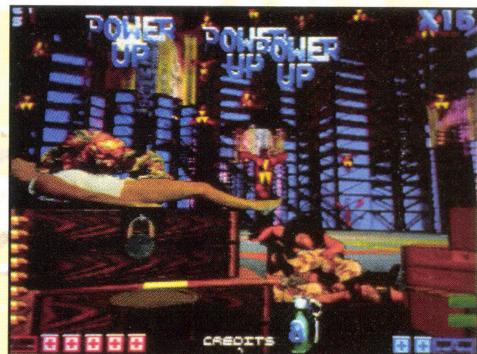
"Shake Your Booda" is a mega-scoring room where you can obtain over 50,000 points. There are 14 "booda" statues; shoot their faces and they will reveal key members of the Area 51 development team. Also shoot the alien statue for big points. Note that this room has been removed from each Area 51 machine with a serial number of 2,138 or higher.

EGG CELLENT



This secret room features "disturbingly cute" alien babies hidden inside eggs. You can score over 15,000 points in "Egg Cellent."

CHOW PALACE



"Chow Palace" is a huge power-up feast. There are 21 power-ups here, including two shotguns, two machine guns and 17 grenades. This room is also the *only* place in the game where you can see a Stage 2 alien, the intermediate bioform between the Stage 1 "zombie" and the full-blown Stage 3 Kronomorph alien. Here the Stage 2 alien can be found happily munching on a poor woman in a nightgown.

GET A LIFE



This strange room can be found only once in the game, and there's a giant Stage 3 alien inside! The name "Get a Life" comes from your earning a free life after getting in. You can also run up your streak multiplier by shooting at the alien, since there is no penalty for missing.

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AREA 51
ALIEN ARCADE ACTION!
SECRET ROOMS REVEALED

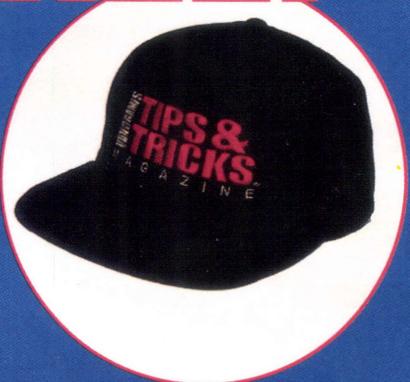
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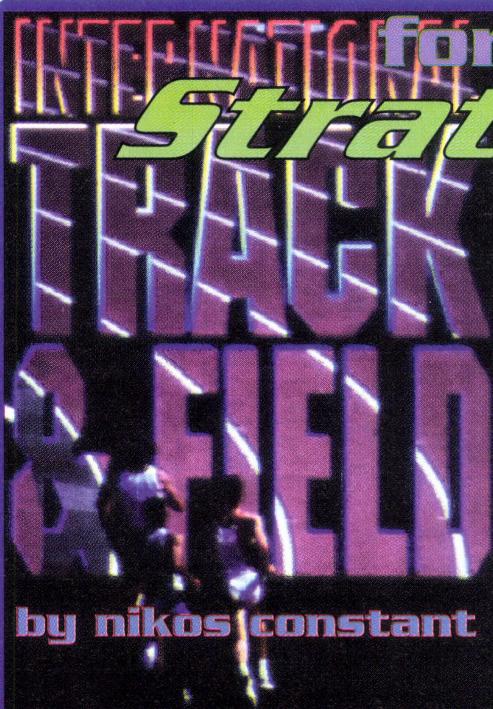
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A86000



by nikos constant

what you should know...

- Even though there are different nationalities to play with, we broke world records using the USA.
- When you break a world record, and complete all events in first place, you'll get an extra option at the title screen called "Replay." It lets you analyze your record-breaking events.
- Use the practice mode to get accustomed to running and the timing of the throw/jump buttons. Use the Cheaterstick (see below) to run faster and gain power.
- Weird things can happen while you're playing; we saw a seal pop out of the sand in the long jump. Watch for them!

WORLD RECORD			
16m DASH	8.13	OCTOGON	USA
LONG JUMP	10.45	OCTOGON	USA
SHOT PUT	25.37	OCTOGON	USA
16m FREE STYLE	45.59	OCTOGON	USA
11m HURDLE	10.34	OCTOGON	USA
HIGH JUMP	2.46	OCTOGON	USA
HAMMER	91.46	OCTOGON	USA
TRIPLE JUMP	18.72	OCTOGON	USA
JAVELIN	99.74	OCTOGON	USA
POLE VAULT	6.15	OCTOGON	USA
DISCOS	84.78	OCTOGON	USA

HI SCORE			
1st	14800	OCTOGON	USA
2nd	14787	OCTOGON	USA
3rd	14555	OCTOGON	USA
4th	14098	OCTOGON	USA
5th	13003	OCTOGON	USA
6th	12892	OCTOGON	USA
7th	12793	PLAYER1	USA
8th	12543	P	USA
9th	12090	OCTOGON	USA
10th	10000	KONAMI	USA



1. If you try to use an auto-fire controller to cheat in *International Track & Field*, you'll get a message that says, "Using trick?" To get around it, make a Cheaterstick for use on your PlayStation controller. It's sort of similar to the comb people used to use to make their characters run faster in the original *Track & Field* game in the arcades and for the Atari 2600 version with the special controller.



2. Here's the stuff you'll need: two thick rubber bands, a popsicle stick, scissors, clear tape and a PlayStation controller.



3. Betty recommends Big Sticks.

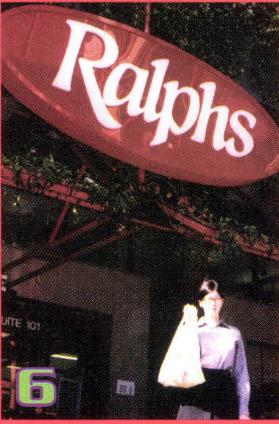
CHEATERSTICK



4. Get the thick rubber bands that come wrapped around the broccoli in the produce section. You can either steal them or just buy two bundles of broccoli.



5. Betty enjoys Vogue while waiting in line.



6. If you've stolen the broccoli and popsicles, don't stand around in front of the store like this!



High Jump



1. We set the bar for 2.46 meters.



2. You should be at max power as soon as your man's hand is raised.



3. Through the whole run, you should be at max power.



4. Right before you reach the pole, press and hold the jump button.



5. You will begin your jump. Keep holding the jump button!



6. Sail over the bar. Notice that power is still close to being maxed out.



7. At this point, release the jump button to snap your legs over the bar.



8. You might do a complete flip in the air, but you won't hit the bar!

Pole Vault



1. We set the height for 6.15 meters.



2. Start running before anything even registers on the power meter.



3. The power meter should be half filled at this point.



4. The camera angle will change and your power meter should still be growing.



5. You need to be in the yellow power zone to make the jump!



6. The pole will plant itself, but follow through with running to maintain power.



7. Follow-through will keep your power gauge up.



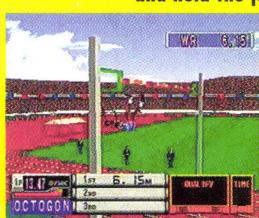
8. Just before the pole becomes fully extended, press and hold the jump button.



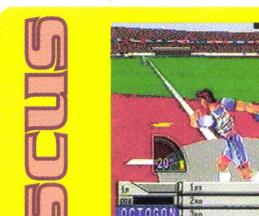
9. You will automatically release and start to sail over the bar.



10. Release jump to snap your arms over the bar.



11. You made it!



Discus



1. Start pumping as soon as your man winds up to throw.



2. By the first half turn, your power gauge should be filled halfway.



3. Your man will make three whole turns before throwing.



4. Keep gaining power throughout the turns. At this point in the final turn, get ready to throw.

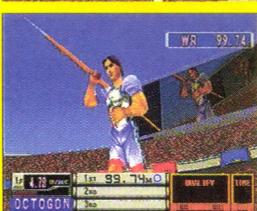


Javelin

1. Start pumping before your guy even starts running.



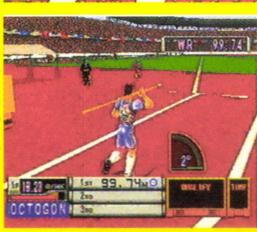
3. Finally, the power registers and you should be at over 33% power.



5. Power should be peaking in the yellow range when the camera has reached this point.



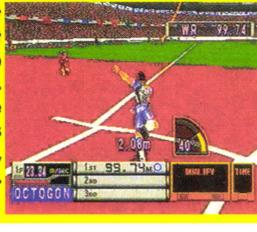
7. As you hold down the throw button, keep your power up.



9. Release the throw button when it hits the 42 degree angle.



11. Don't worry about a foul, keep pumping. Once the javelin is released, you're safe.



2. The power won't even register during his first steps, but keep pumping!



4. The camera will move and your power gauge should be filled halfway.



6. Get ready to push and hold the throw button when the angle meter appears.



8. Get ready to release the throw button at this point in your run. Keep pumping!



10. Keep following through! Pump like heck; that's what makes world records.



12. Our record is 99.74 meters.



5. With power near max, push and hold the throw button.



6. Release at a 47 degree throw angle. Follow through to maintain power.



7. Our record is 84.78 meters.



11

11. You're going to want to cut off a piece of popsicle stick about 2 to 2 1/2 inches long. The second piece should be about 1/8 to 1/4 inches long. Adjust sizes to fit your hand.



12

12. Get a piece of clear tape around four inches long. You'll use this to anchor the little piece of popsicle stick to the bigger piece.



13

13. Tape the little piece of popsicle stick to the middle of the bigger piece. The little piece acts as a fulcrum to allow even button pushing.



14

14. You may have to adjust the positioning of the little piece to whatever feels most comfortable with maximum power impact. Experimentation is the key.

**CHEATERS
CONSTRUCTION
HANDBOOK**



Triple Jump



1. As soon as your man raises his hand, start running.



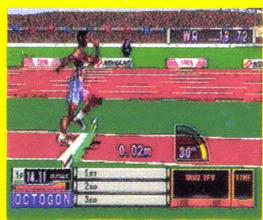
2. By the time you see your power gauge, it should be filled almost half way.



3. You should be in the yellow by the time you're halfway down the runway.



4. Keep running and hit the jump button as close to the takeoff line as possible.



5. As soon as you jump, get ready to jump again. Follow through with the running. Try to hit the jump button in a steady pattern. It helps to count off: 1, 2, 3.



6. Just before you're about to land after the first jump, press jump again.



7. For the third jump, hold the jump button until you get to the 49 degree angle. Follow through with the running for a good landing that doesn't make you fall backwards.



8. Our record is 18.72 meters.



1. Start running as soon as the hand is raised.



2. You should have this much power as soon as you start your run.



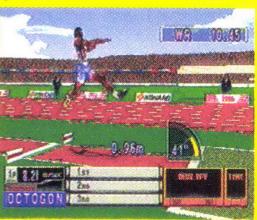
3. Halfway down the runway you should be in the yellow power zone.



4. You should be close to max power as soon as it's time to jump.



5. Follow through with running to maintain power through the jump.



6. Hold down the jump button until you reach a 41 degree angle.



7. Following through also helps with your landing so you don't fall back.



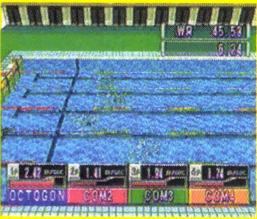
8. Our world record is 10.45 meters.

Long Jump

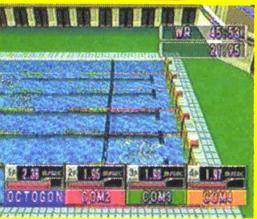
100 Meter Free-Style Swimming



1. A good start is important. Look and listen for the signal and start swimming like heck.



2. Your power meter should be in the yellow throughout the race.



3. Turn halfway between the black line and the wall. Maintain power through the turn by stroking.



4. Our world record is 45.53 seconds.





Shot Put

1. Start pumping as soon as the angle meter appears on the screen.



3. Keep pumping as he moves to throw.



5. Then press and hold the jump button.



7. It's very important to follow through. Notice that the power is still nearly maxed out.



2. By the time your guy bends down, you should be at maximum power.



4. He takes two steps before finally throwing. Let him take the first step.



6. Get to an angle of around 38 degrees and release the jump button.



8. Our record is 25.37 meters.



Hammer Throw

1. Start pumping before you start to swing the hammer. Your power should be almost halfway.



3. The guy will swing around three times. Keep pumping the buttons and get ready to throw.



5. Release the throw when you get to an angle of 41 degrees.



2. Your power should grow with each swing.



4. Throw and hold the button on the third swing. Keep pumping for the follow-through.



6. Our record is 91.46 meters.

**15**

15. Put the rubber bands around the PlayStation controller as shown. They should fit pretty snugly so that when you put the cheater stick between them, it can't move around a lot. This will prevent any loss of power while you're playing.

**16**

16. Put the cheater stick underneath the rubber bands as shown. You want the balance side down to act as a lever to help push the buttons in a fast, even pattern.

**17**

17. Brace the controller against your body, holding the cheater stick firmly. We also recommend that you configure the game so the R1 and R2 buttons control the "jump" and "throw" functions.



MANX TT

SuperBike

Racing Guide

by nikos constant



what you should know...

- The most important part of *Manx TT* is knowing your machine. The point where the bike slides is adjustable on each machine, so figure out where your arcade owner has set the bike and learn to ride around that sliding point. This is how you will master the power slide.
- Don't ever brake; you can slide through all of the turns.
- The start of the race is important! Gun the machine at around 11 rpm, then give the bike the full gas at the word "Go!"
- There are two machine types: Deluxe and Twin. Deluxe machines have active feedback hydraulic systems and give your arms a workout. You really have to push and pull the bike. The Twin machines just require you to lean in one direction or the other.
- Learn the tracks using Automatic Transmission. When you get good, switch to Manual for faster lap times; you'll also be able to accelerate quicker if you hit a wall.
- The machine has four internal difficulty settings: Easy, Normal, Hard and Hardest. The differences are in the amount of time you get to reach each checkpoint and the aggressiveness of the other riders' artificial intelligence.
- There are also two modes that your arcade owner can set the machine to: Race and TT. Race lets you go against eight pre-programmed riders; TT mode lets you try to beat the fastest lap and course times set on the machine. Basically, you're testing yourself against everybody else who plays the machine.
- Cut the apex! Whenever you can, try to hug the inside of the curve. This makes the distance you ride around the track shorter, giving you a faster lap time.
- If you sit for a few seconds at the starting line without accelerating when the race starts, a sheep will start to walk across the road. What could this mean?



The Starting Line



Machine Type



Deluxe

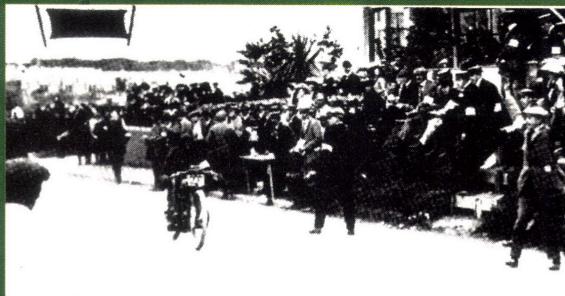
Twin



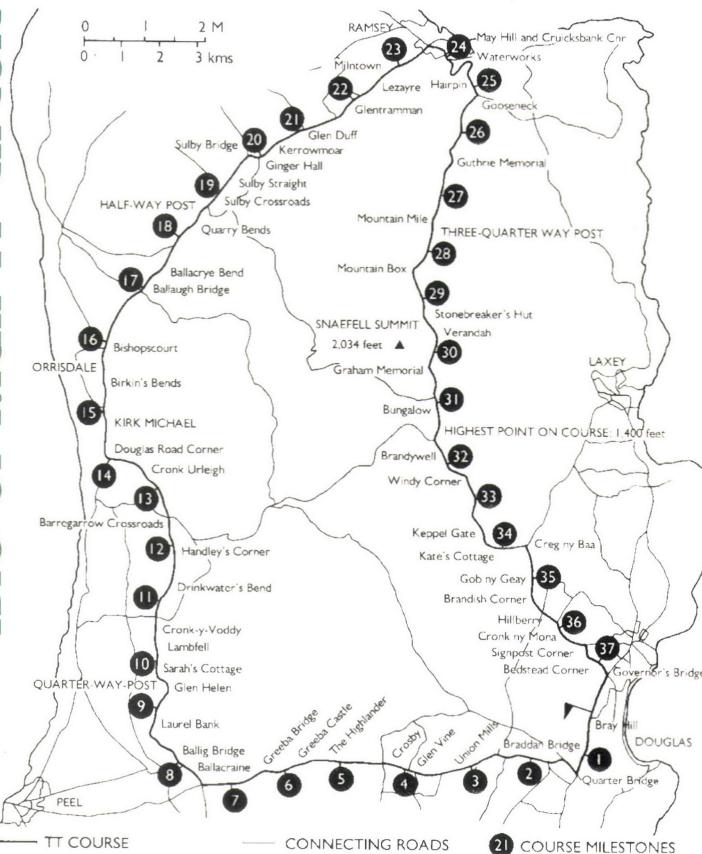


Manx History

Do you know where the real-life Manx race is held? On the Isle of Man, off the coast of Great Britain. Do you know what TT stands for? No, not "Time Trial" ...it's "Tourist's Trophy." That's the name of the trophy you get for winning the race. The races at the Isle of Man have been happening since 1905, when racers wanted a place to compete in England. Since the government wouldn't allow them to race on the big island, the Manx Parliament set up a race around the island. The first race consisted of 15.81 miles of road, with the top speed reaching 40 mph. Today, the course stretches for six laps around the island, making 226 miles of racing with 122-mph lap times! Manx was a Grand Prix course until 1976, when the top riders boycotted the event, saying it was too dangerous. The races still go on, though; many riders take on the challenge of the island, and the course's popularity is still huge with fans. Over 50,000 went last year! One more fact: The Manx cat (known for its missing tail) is also a native of the Isle of Man. Meow.



Isle of Man TT circuit



MOUNTAIN COURSE

Length: 37.73 miles/60.71 km
Lap record: 122.63 mph/197.35 kph.

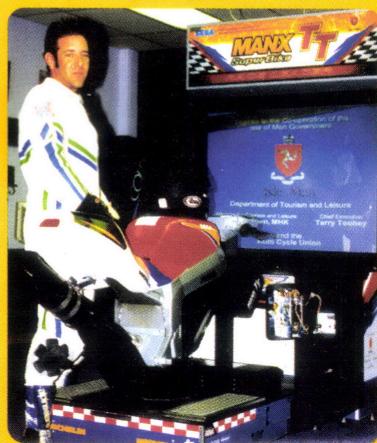
Steve Hislop, Honda,

1990

1st TT: 1911 Junior TT,
won by Percy Evans,
Humber



To get a real-life racing expert's opinion on the game, we checked with Chris Sutherland, who races bikes once a month at Willow Springs. "It's a good game," he says. "It's the next best thing to really racing. It's cheaper because you don't have to buy race tires every day, and there's no medical insurance needed. The Deluxe version builds upper-body strength too." Any tips? "Memorize the course by using features on the track to help you determine where to brake, turn or gas the bike. Start with the Automatic on the advanced course until you get the course dialed, then learn manual to shift. Shifting is awkward to get used to because you have all your weight on your hands. If you want to win it, you've got to pin it!"





LAXEY COAST

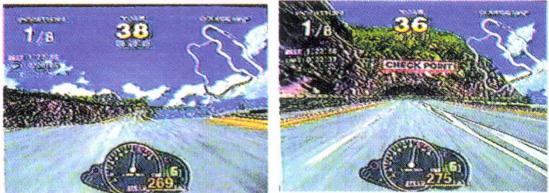
COURSE SELECT



Get some practice on Laxey Coast before heading for the TT Course. It's fairly easy, because there really aren't too many turns to worry about. Hug the inside of the track; your top speed will be just a bit higher than if you run around the outside of the course. Be sure to practice the Hairpin because it's also on TT.



The Castle is more of a jump than a turn. Aim for the left side of the jump to gain more speed going through the cave, but adjust so you don't hit the left wall as it juts out before the checkpoint at the cave's entrance.



Maughold (Turn 5) is the first corner that you'll need to power slide and adjust through. Try to stay out of the shade on the right side of the track while maintaining a line through the turn. Be sure not to overslide or you'll run into the wall on the left of the track. Get ready for the Hairpin!



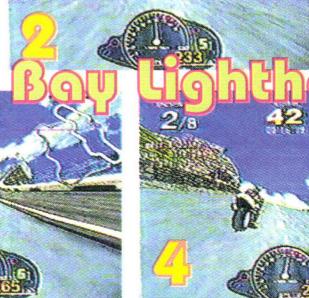
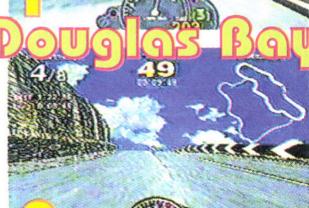
Hairpin



Douglas



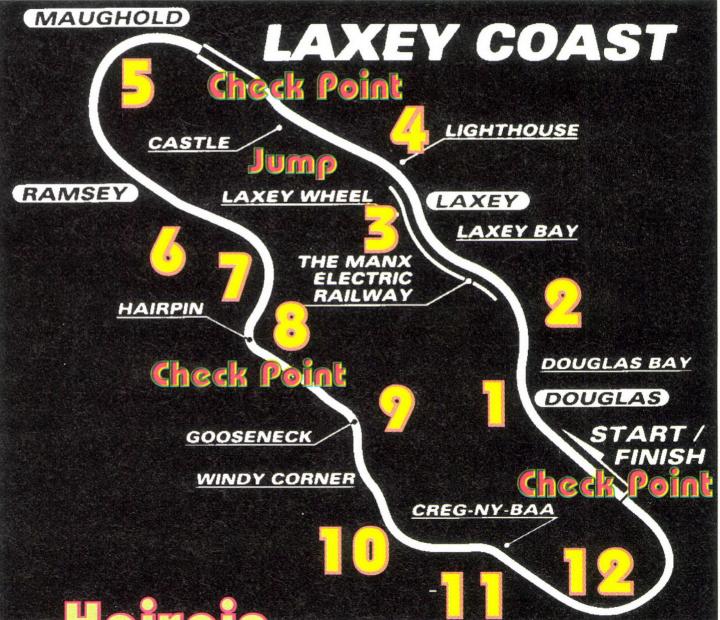
Douglas Bay



Laxey Bay Lighthouse



By the Laxey (3) and Lighthouse (4) turns, you should be in second place heading for first.

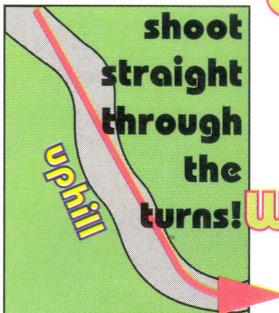


Hairpin (Turns 6, 7 and 8) consists of a sharp right that immediately leads into a very sharp left. It can get confusing because the left turn goes uphill, causing the centrifugal force of the bike to pull you out. Because of this, you're going to have to do a controlled slide as you enter the right turn, then quickly slam the bike into a left turning slide—past the Michelin man—to keep yourself on the track past the checkpoint.



Gooseneck

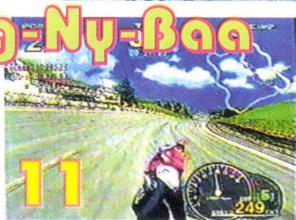
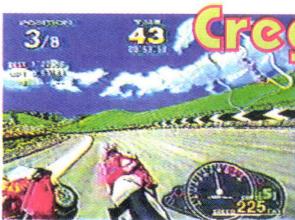
shoot straight through the turns!



After the sharp turns of the Hairpin, shoot straight through the Gooseneck and Windy Corner turns (9 and 10). You're still going uphill, and though it looks like you'll have to turn the bike, just aim straight through the corners to gain some time. Adjust to the left as you approach Creg-Ny-Baa (11).



Creg-Ny-Baa



It's easy to mess up on turn 12; you're heading for the Start/Finish line with confidence, and it seems easy banking left. Think again. Look carefully and you'll see that this turn actually has a straight portion in the middle; if you try to power slide through, you'll get locked up and go into the wall. On the other hand, if you take it high into the bank, you might slide out of control into the right wall. The best thing to do is slide and adjust through the left lane, hugging the wall, but keep the bike under good control throughout the turn.



CONGRATULATIONS!
YOUR RANK IS
1st

Practice this course until you're good enough to come in first, then head up to the big leagues and the TT Course. On Laxey, try to shoot for a good lap time of around 1:02.

Safety

WARNING

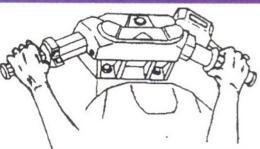
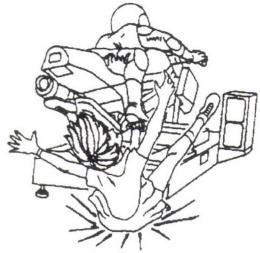
Be sure to take a firm grip of the handle to avoid injury.

CAUTION

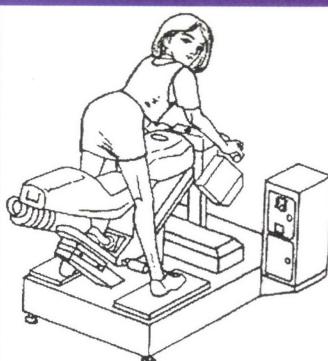
To Play
You Must Be Tall
Enough To Reach
The Handle Bars
And Foot Pegs

Weight Limit Is
250 lbs Max.

What rule are these girls breaking?



Safety first! These funny drawings from the arcade *Manx TT* instruction manual show—among other things—how people whose feet can't easily touch the ground can fall off the bike. So all you shortys out there might put down some pillows before you play. Ladies: no high heels. No piggyback riding, and make sure you hold on tight!



In case you happen to be a big old Sumo wrestler carrying a lot of groceries and drinking booze, please don't get on the bike. You might break the whole machine!



Arcade strategy guide

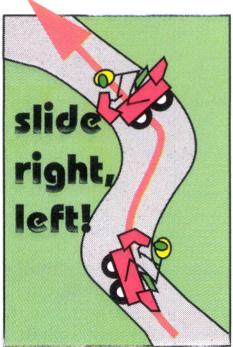


TT COURSE

COURSE SELECT 3



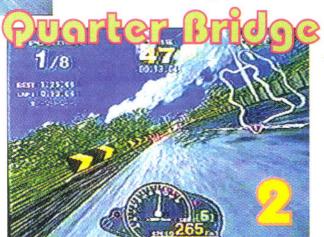
The two crucial turns on the Expert Course are the jag at Cammell and the Governor's Bridge turn. You should also watch the narrow roads between Ballacraine and Cronk-Y-Voddy. Everything else is pretty easy; just be sure not to oversteer into a wall. Manual transmission is good for extra control.



Braddan Bridge



Quarter Bridge is a sharp right that you're going to have to slide through. Be careful, because it's pretty narrow and you don't want to hit a wall. Watch other racers.



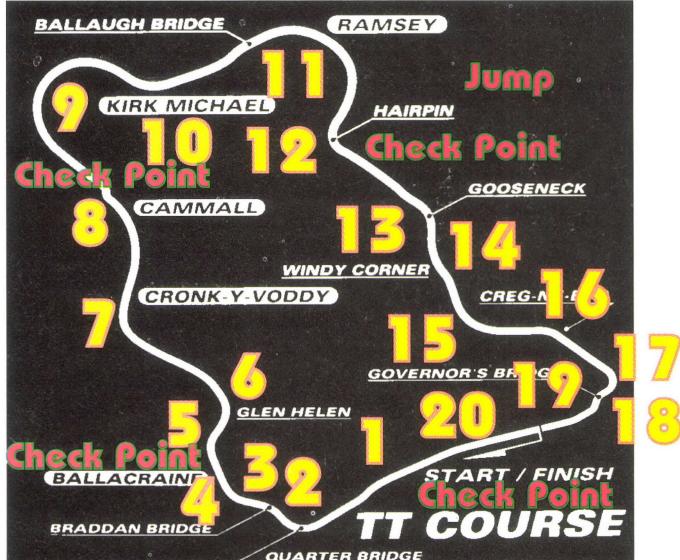
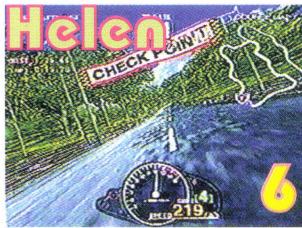
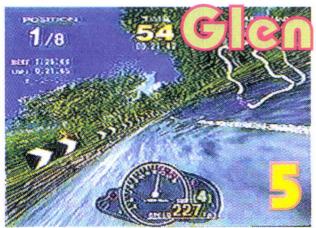
Braddan Bridge (Turn 3) is a sharp left right after Quarter bridge. Treat both turns as a quick power slide right, then left. Use the diagram to see how to do it. Just stay away from the walls, or you'll get passed. You should be in first place.



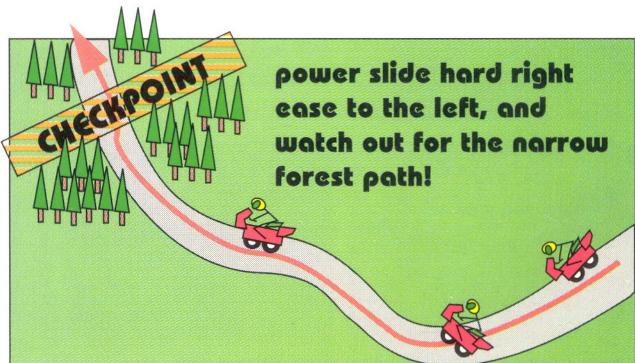
Ballacraine



Coming out of the first right turn (4) at Ballacraine, there will be a straightaway that allows you to aim for the inside corner of the next turn. Start your slide early, because the track will narrow through the second right. You don't want to hit a wall and lose all of your speed here. Once through the turn, aim straight, building speed through the woods.

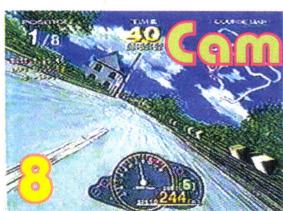


Cronk-Y-Voddy

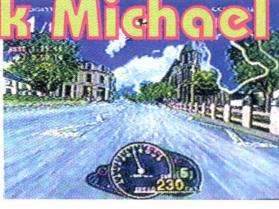
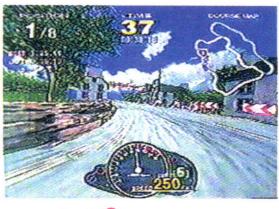


Use the diagram to get through the big right-hander at Glen Helen. Control your slide to the right, aim straight through the left, then slide another hard right through the checkpoint. The road here will still be narrow, so watch out for the walls. At Cronk-Y-Voddy (7) watch for the jump and the big right turn.

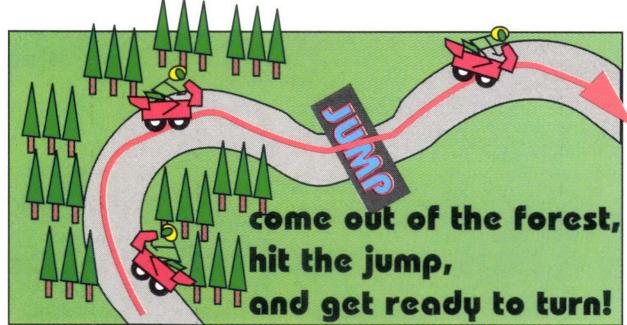




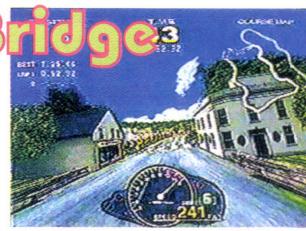
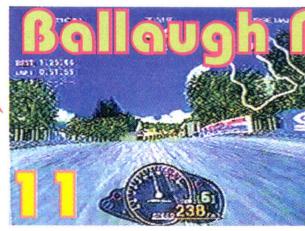
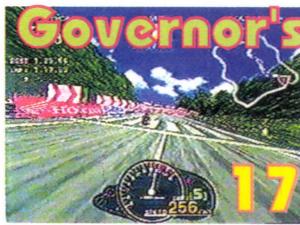
Thread the needle at Cammall by aiming high through the turn and compensating to the left as you approach the check point. The slightest movement is crucial here.



Kirk Michael



Go through the narrow curves in the woods, leading up to Kirk Michael. Then hit a medium left over the jump. This will set you up for the long, wide right turn of Ballaugh Bridge, heading you toward Ramsey. The next part of the track should be familiar to you from the Laxey Coast course. Just take the Hairpin and Gooseneck a tad faster.



The gnarliest turn in the game—you must wire this one to win! Approach the first right high, turning into the right—hard—and aim for the inside curve. Then adjust, shooting straight through the S turn, back to Start.



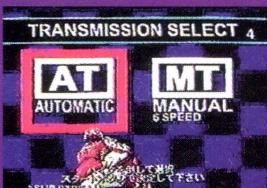
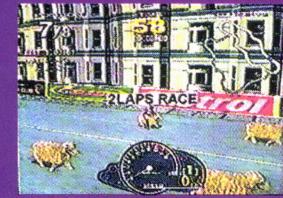
Sheep!

Enter this freaky code and listen for the "Baaa"; it lets you do some sheep racing to a hyped-up version of "Mary Had a Little Lamb." Shake that fuzzy bootay!



3) Hit the SHIFT DOWN button twice...

Grab on tight and get ready to run!



4) Lean full Left...



TRANSMISSION SELECT 6



1) Go to the Transmission Select Screen.



5) Lean full Right...



TRANSMISSION SELECT 5



2) Hit the SHIFT UP button twice...

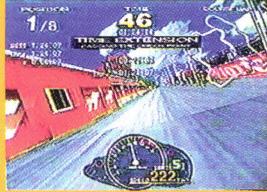


6) Squeeze the Brake and Accelerate at the same time.



Pit Stop

If you're a real expert, zip through the pits on your first lap. As in Daytona, you'll hit the orange cones and watch them bounce.



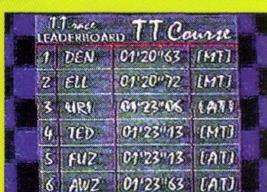
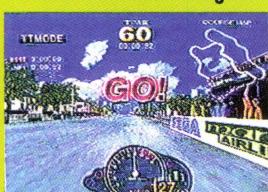
TT MODE



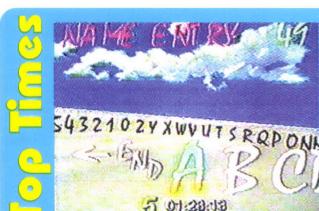
At the course select screen, hold the Brake while choosing a course.



You'll be able to play the game in Time Trial mode.

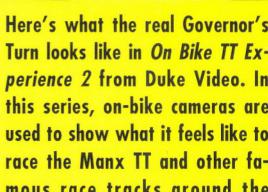
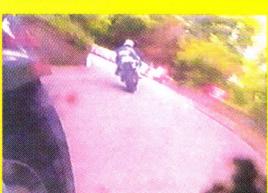


This lets you race for the fastest lap time on the Manx machine.



What are your best times? The best we've seen is a 2:34 on the TT Course by Ken Westerfield at Sega. On the easy track, Paul Chilopoulos from C.A. Robinson got a 2:03! Special thanks to Ken, Paul, Dean Gamburd and the Garage Company for their help on this guide.

Governor's Bridge The Real Thing



Here's what the real Governor's Turn looks like in *On Bike TT Experience 2* from Duke Video. In this series, on-bike cameras are used to show what it feels like to race the Manx TT and other famous race tracks around the world. The black splotch in the bottom right corner of the frame is a squished bug that hit the lens!

For Info: Duke Video USA
27075 Cabot Rd., Suite 111
Laguna Hills, CA 92653-9736
Phone: 1-800-368-5375



Last-minute update! EVIL RYU

TO SELECT EVIL RYU:

- 1.) Highlight Ryu at the character-select screen, press the **START** button and hold it for one second, then release.
- 2.) Move the cursor **Right**, then **Up**, then **Down**, then **Left**. (This will highlight Adon, then Akuma, then Adon again and back to Ryu.)
- 3.) With the cursor on Ryu again, press and hold **START** for one second. While holding **START**, press any two **PUNCH** or two **KICK** buttons to select his alternate colors. If done correctly, Ryu's skin tone will be slightly darker than normal.

This new souped-up Ryu has Akuma's Teleports, some new combo possibilities and Super Moves borrowed from Akuma and Ken. Evil Ryu can also avoid being popped by an Alpha Counter by following his low Roundhouse Kick with a Teleport.



Alpha Counter $\downarrow \leftarrow \downarrow +$ Punch or Kick

SPECIAL MOVES

Overhead Punch	$\rightarrow +$ Strong Punch
Spin Kick	$\rightarrow +$ Forward Kick
Hadoken	$\downarrow \leftarrow \rightarrow +$ Punch
Note: The Fierce fireball flashes red for a brief second after it comes out. If you hit your opponent with it while it is red, they will catch on fire and be knocked down.	
Fake Hadoken	$\downarrow \leftarrow \rightarrow +$ START
Shoryuken	$\rightarrow \downarrow \leftarrow +$ Punch
Tatsumakisenpukyaku	$\downarrow \leftarrow \leftarrow +$ Kick
Note: Goes over projectiles. Can be done in the air.	
Teleport	$\rightarrow \downarrow \leftarrow +$ all three Punch or Kick buttons
Reverse Teleport	$\leftarrow \downarrow \leftarrow +$ all three Punch or Kick buttons

SUPER MOVES

Shinkuu Hadoken	$\downarrow \leftarrow \downarrow \rightarrow +$ Punch
Note: Ryu sends out a massive fireball that goes through projectiles. The fireball loses one hit for each projectile it passes through.	
Shinkuu Tatsumakisenpukyaku	$\downarrow \leftarrow \leftarrow \downarrow \leftarrow +$ Kick
Shoryureppa	$\downarrow \leftarrow \downarrow \rightarrow +$ Kick
Raging Demon	Jab, Jab, \rightarrow , Short, Fierce
Note: The Raging Demon can only be done at Level 3. It cannot be blocked.	

OLD-SCHOOL COMBO

(This simple yet painful combo should be used as much as possible.)

1. Jump in with a deep Roundhouse Kick
2. Follow with a low Forward Kick
3. End with a Fierce Hadoken ($\downarrow \rightarrow +$ Fierce Punch)

SUPER COMBO 1

(This combo can be done as long as you have one level of Super Meter)

1. Jump in with a Roundhouse Kick
2. Do one crouching Jab Punch followed by a crouching Short Kick
3. End with a Shinkuu Hadoken ($\downarrow \leftarrow \downarrow \rightarrow +$ Punch)

SUPER COMBO 2

1. In close, do two crouching Jab Punches
2. Into a Super Hurricane ($\downarrow \leftarrow \downarrow \leftarrow +$ Kick)

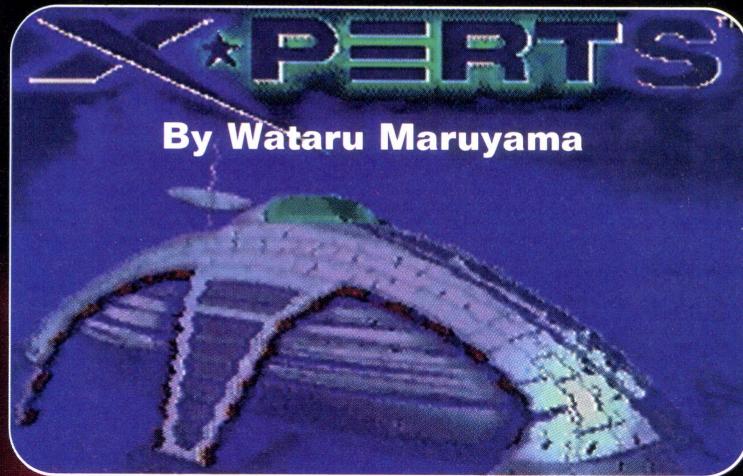
CUSTOM COMBO 1

(Must be performed at Level 3)

1. Activate Custom Combo on the ground (Jab Punch + Strong Punch + Short Kick simultaneously)
2. Start with a low Forward Kick into two standing Roundhouse Kicks
3. Then one Strong Punch followed by Jab Dragon Punches ($\rightarrow \downarrow \leftarrow +$ Jab Punch) until the meter runs out

CUSTOM COMBO 2

1. Activate Custom Combo on the ground (Jab Punch + Strong Punch + Short Kick simultaneously)
2. Begin with two or three Fierce Punches, then follow up with three deep juggling Jab Dragon Punches ($\rightarrow \downarrow \leftarrow +$ Jab Punch)
3. From here do as many Fierce Fireballs ($\downarrow \rightarrow +$ Fierce Punch) as you can.
5. Before the Custom Combo Meter ends, perform one Fierce Dragon Punch ($\rightarrow \downarrow \leftarrow +$ Fierce Punch)



GENERAL STRATEGY

The most important thing to remember is that all of the characters are active at the same time. This means that you must accomplish multiple tasks at the same time. It also means that your characters can be attacked at the same time, so you'll have to make some important decisions.

The key to completing the game is to use the best X•pert for the job. Zach should be used to complete any computer programming stuff, while Tashile's specialty is non-computer related tinkering (engineering, building bots and flushing system coolants.) Shadow likes to kick butt even when she's dressed for the opera.

DON'T DIE!

Remember that you can replenish your health on the 2 West and 5 West levels. 5 West can be accessed from the lift down on 6 West. It's the safer of the two floors because of the short length.

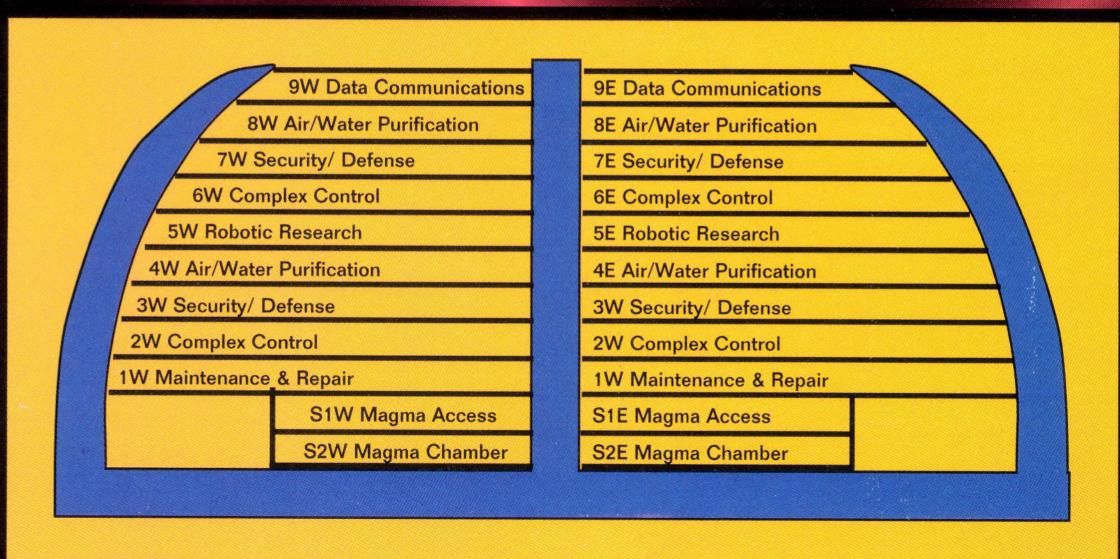
Having a hard time with X•perts? Confused about what to do and how to go about it? Are you easily distracted by SGI-rendered women? I can't help with the last part, but I can provide you with the following strategy and tips...

GIMME GUNS!

You can reload your weapon once you've worked on the terminals next to the Armory doors. Reloading your weapon consumes quite a bit of time, so try not to do this when there are enemies around or else they'll attack you. You can upgrade your weapon by activating the weapon modification on level 5 West; once you've done this, go down to the far left end of 3 West Security and Defense to receive the upgrade. Each X•pert must make the treacherous journey to the 3 West level to upgrade their individual weapons.

I CAN SEE THEM

As soon as you get the Station Sensors terminal on line on the 3 West Security and Defense level, your map will reveal icons that indicate where all of the enemies are located. Now that you know where evil lurks, you're ready to eradicate it. He who hesitates is lost!



INTRODUCING THE X•PERTS!

These are the top-notch specialists you'll be controlling during the game. Should you choose to accept this mission, this strategy guide will biodegrade in 60 years.



SHADOW

The veteran fighter from the **Eternal Champions** series is moonlighting since they cancelled her Saturn game (I wonder what Slash, the caveguy, is doing these days?).



X•pert Moves:

Low Punch	↓ + A
High Punch	↑ + A
Rush Punch	← or → + A
Shin Kick	↓ + B
High Kick	↑ + B
Knee Kick	→ + B
Spin Kick	← + B

Torture Moves:

(Torture moves must be performed when an opponent is stunned.)

Arm Twist / Kick to the Head	→ → + A + C
Throat Grab / Puncture Chest	↑ ↑ + A + C
Threaten with Crossbow / Shoot in Head	↓ ↓ + A + C

Covert Info:

1. Shadow enjoys R&B and frequents jazz clubs when she has time off.
2. Shadow reminds me of an ex-girlfriend who used to beat me up.
3. I still have some scars and bruises, but my heart has healed.



ZACHARY

This computer specialist and Guile lookalike is ready to do all types of computer-related hijinks.



X•pert Moves:

Low Punch	↓ + A
Double Fist Punch	↑ + A
Hook Punch	← or → + A
Spinning Sweep Kick	↓ + B
Jump Kick	↑ + B
Karate Kick	→ + B
Spinning Back Kick	← + B

Torture Moves:

Threaten with Knife / Cut Throat	→ → + A + C
Throat Grab / Spinning Throat Slice	↑ ↑ + A + C
Threaten with Machine Gun / Shoot in Head	↓ ↓ + A + C

Covert Info:

1. Zach learned his computer skills on a Commodore Amiga.
2. Zach usually doesn't wear shoes unless he's going on a trip to the "mainland."



TASHILE

This X•pert has an interesting look, wearing what appears to be a metallic mini skirt.



X•pert Moves:

Overhead Bash	↓ + A
Jab	↑ + A
Elbow Cross	← or → F + A
Spinning Sweep Kick	↓ + B
Leaping Kick	↑ + B
Double Kick	→ + B
Turn-Around Kick	← + B

Torture Moves:

Hold Head / Neck Snap	→ → + A + C
Throat Grab / Puncture Chest	↑ ↑ + A + C
Threaten with Wrist Weapon / Shoot in Head	↓ ↓ + A + C

Classified Info:

1. Tashile wants to quit espionage one day and fulfill a life-long dream of becoming a singer.
2. Her idols are Aretha Franklin and Chaka Khan.
3. The writer of this guide also possesses a velvet throat.

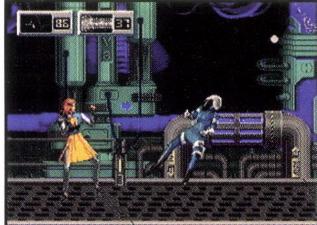
ACT 1

The first mission will get you accustomed to the play mechanics and character switching. This act is no



cake walk and will require some trial-and-error to balance fighting and task accomplishment. You should make a note of the active terminals on each level.

The first thing for Zach to do is to flush the airlocks so the other team members can enter. The airlock panel should be nearby. Then you must activate the elevator so you can move between floors. The switch is the closest panel to the elevator. Next, send Zach or Tashile to 6E to re-route DAT-ACOM main power. There are two terminals to be worked on. After that, there are four DATACOM back-up panels that must be re-routed. There are two on Level 2E and two more on 2W. You should send Zach to one while Tashile handles the other. Next you'll need to gain the security code to access Level 9. You can try hacking a computer or torturing a terrorist into giving you the codes. Torturing is not always effective and should not be used on real people outside this game. You



should soon be able to go for some weapon enhancements. Go to Level 5W and crack the system passcodes. The next objective must be completed in 5 minutes or you'll be blocked out of Levels 1 through 3. Go to Level



1 where there are two generators on each wing. You only need to tinker with two of them, so don't waste time. If you fail, you'll have to go to 2W or 6W to turn off the forcefield matrix. Now you have to make sure the upper levels are not blocked off, so go to back to Level 1 and activate the other two generators. You only have five minutes for this objective as well. Now you have to go to Level 7W and access DATACOM with the passcode. Next up is the destruction of the files in DATACOM Levels 9E and 9W. The last thing that needs to be done is to sever the main antenna in Level 1W. Tashile or Zach will be able to get it done, so send one of them.

ACT 2

Here's another tough mission, but at least you know how to get around, eh?



First up is a trip to Level 9W with Zach as the operative of choice. He must access the AQUA complex files. If Zach is done, send him to level 3E where he must search the security



get to power down the forcefields on either level 2W or 6W. Around this time, you'll be able to go to 3W and receive weapon enhancements. Next, go to Level 1W and locate the missing launcher. Then you must create an EMP wave on the power grids on Level 7E and 7W. They must be activated within 30 seconds of each other, so send an X•pert to each wing at around the same time. After Zach and Tashile finish, send one to Level 4W and the other to 4E. There are 3 coolants in each wing that must be drained for a total of six. After that, you must create a defense bot to disarm the nuclear core which is rigged to explode. This can be done on 3E with Tashile, the ideal candidate. The computer will begin to deny access to Levels 2 and 6, so go to these levels and repair them manually to get AQUA back on-line. Next go to Level 5E to reprogram the computer which is the Defense robot R&D terminal. The next order of business is to lower the forcefields from either Level 2W or 6W. Then clear out the enemy from Level 3 to prevent their control of the complex. Lastly, you must enter the All Clear code at the DATACOM terminal on Level 7E.





ACT 3



Prepare yourself for the third act!

First, you need to create a maintenance bot on Level 1W to reconnect the antenna. Next, track down the transmission on level 3W. Check the terminal to see what's going on. After that, go to both wings of level 2 to re-route one of the aqua grids to force the repair of Level 1. Then go to

both wings of Level 3 to operate the laser computers which have a panel on each wing. Around this time, you can enhance weapons on Level



3W. Next you must damage the Sonar computer on Level 9E to cut off remote enemy access. Go to Level 7W to counter enemy elevator tampering and locate the panel. Zach is best for this job. Next, create a maintenance bot on 3E to enter the nuclear core and re-level the power load. You'll then

need to create another bot to misalign the laser on Level 5E. The bot will need a couple of minutes to get his robot carcass there. Next, go to Level 1W to turn off the computer

controlling the laser. The last objective is to delete all classified files on Level 5W.



ACT 4

ACT 4

The fourth act begins now!

Right off the bat, you have to destroy the four generators on Level 1; there are two in each wing. You'll then want to raise the magma temperature by going to the generators on 4E (two panels) and 4W (the other two). Next thing to do is disarm the time bombs on Levels 2 and 6.

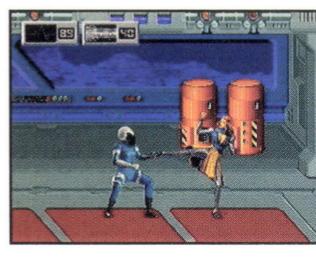


There are four locks total and will blow in five minutes. Hurry! Next go to Level 6E so you can re-route power to medical units. Then go to Level 3E to gain information from a

panel or torture a terrorist. With this mission complete, the sub levels will appear on the map. Sub-level 2E is never accessible. Around this time, you can access weapon enhancements on 5W. Next thing is to enter the Magma chamber. You have to open all four locks on Levels 2 and 6. There is one lock in each wing.

Next up is to repair the elevator shaft on Level 3E by creating a bot. The bot needs a little while to reach the elevator shaft.

After that, you need to shut down the Magma chamber on Sub-level 1 by destroying all 8 Magma converters. This is very tricky and will require memorization of a maze.



ACT 5



This is it, baby. Are you ready?

Get some info on the sub-levels on Level 3E. Next you must stop the destruct sequence on Sub-level 2 and kill Jarred. Access the Magma core chamber from Sub-level 1. Jarred looks like a normal enemy, but has a cannon and shoots blue lasers at you. Now you must kill everyone in the entire complex! Make sure the sensors are on in 3W so you can see all enemy icons. The sensors will not reveal enemies in the sub-levels, so watch out. Get to it! The complex will eventually explode, but you must delay

this until you complete your objectives. Go to both wings of Level 4 and turn on the water pumps. Next, re-route any two generators on Level 1. There are two in each wing, but you only need two. You will also be able to modify your weapon one last time. Last thing to do is to escape using the pods on Level 1.



Congratulations! You've completed X•perts, you expert.



Strategy Guide

By Wataru Maruyama



THE TALE OF AN AXE MADE OF GOLD

The original *Golden Axe* debuted in the arcades sometime between 1988 and 1989 and was converted (fairly well) for the Genesis a few months after that system's launch. A weak "Genesis-only" follow-up was released a year later. A year and a half after *Golden Axe 2*, a horrendous

third part was released in Japan. Fortunately, it never surfaced here in the States. The true successor to the series, *Death Adder's Revenge*, was released in '93 but was never converted for a home console. This 32-bit version breaks away from the side-scrolling beat-'em-up mold and has turned into a one-on-one fighter. I guess it can be technically considered *Golden Axe 5*.

NO NEED FOR SPEED

The *Duel* has three speed settings: slow, medium and fast. The slow setting makes the game feel more like *Samurai Shodown*; this is ideal because the game's graphics resemble the Neo*Geo fighting games (as opposed to the *Street Fighter II* style).

WHO'S GOT THE BUTTON?

The button configuration is just like *Street Fighter II*, with the weak attacks on the left and the strong attacks on the right. Unlike *Samurai Shodown*, the strongest slash attack has a relatively short delay period, so it's harder to punish a false move.

SECRET TIP! (WELL...KIND OF)

In the Vs. mode, there's a "quick select" option that cuts down on CD loading time so you can concentrate on battling. When a match is over and the word "Win" appears, pause the game, then hit the **L** button. Select the first and second player choice, hit **L** again and unpause the game. After the point tally, the loading screen will appear—but instead of returning to the character-select screen, you'll go straight into another match with the characters you selected!

THE CHARACTERS AND SPECIAL MOVES

There are ten fierce warriors ready to rumble and wreak havoc. To activate the special moves, pick up the five potions that are knocked from the little elves. Push all three **Slash** buttons, and then perform the move listed.



The lead barbarian is by far the best character in the game. He has speed and power, and he's easy to use.

Bit o' Strategy:

His fireball is too slow to use as an effective keep-away, but other than that, Ryu-type offenses will fit nicely. The rush kick comes out as his best move because it has great range, power and ease of use. His uppercut ain't too shabby either.

Firestorm → ↓ ↘ → ↗ + X, Y or Z

Golden Secrets:

1. Kain is an outcast from barbarian society because he only likes vegetables.
2. Kain loves the new Baked Lays chips.



KAIN BLADE



This battling beauty is quick and deadly. Her sword moves at blinding speeds, and her legs race with determination.

Bit o' Strategy:

Her special moves are very nice but leave her very vulnerable if they miss. Her normal attacks are a bit too quick and also have a tendency to miss. However, her super special is hard to dodge and can be done whether you're powered up or not. Her kicks are somewhat useless.

Bloody Tempest ↓ (hold), then ↘ → ↗ + A, B or C.
Press ↓ + X, Y or Z on the way down.

Golden Secrets:

1. Milan likes to tip generously and hates dates that are cheap.
2. She likes herbal tea and puts cream in regular tea.



MILAN FLARE



The stone-topped one is the classic Dwarf from the series and carries a mighty axe.

Bit o' Strategy:

His power is formidable with decent range. His specials are tricky and very powerful, especially the Miner's Drill and Kick Fury, which hit repeatedly without mercy. He's not much of a jumper, so use special attacks to get in close.

JawBreak → ↓ ↓ ↗ + X, Y or Z

Golden Secrets:

1. Even though his last name is Rockhead, he has a passion for classical music.
2. He does not rent videos from Blockbuster video.



GILLIUS ROCKHEAD



The voodoo man is here to put a spell on you! How about running around as a frog for a while? Yikes!

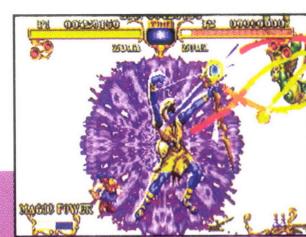
Bit o' Strategy:

It takes a while to get used to the way Zoma plays, but research will reward you with a couple of cheap corner traps. His Levitation move is pretty cool and can be a very valuable asset.

Dark Carnival ↓ ↓ → ↓ ↓ → + X, Y or Z

Golden Secrets:

1. Zoma is often confused with the clear beverage known as Zima.
2. Zoma reminds me of a neighbor I once had...ribbit.



ZOMA



The wild child sporting the fur is none other than Jamm. He's here to have a good time and fight.

Bit o' Strategy:

Jamm's weak attacks are moderately effective with the stronger ones doing the majority of work. His fireball can be held so you can unleash a big flaming animal critter. His super special is tough to avoid and looks spectacular.

Spirit Summons B (hold), then → ↓ ↘ + X, Y or Z

Golden Secrets:

1. Jamm denies relation to Cham-Cham from *Samurai Shodown*.
2. It's not stealing if you call it "inspiration."



JAMM



Doc is actually a healing physician type of guy, but it remains a mystery why he plays the part of a samurai sword-wielding maniac.

Bit o' Strategy:

His slashes are very quick and spread out to cover him. He's a bit short on power, but after a barrage of constant slashes it won't matter. Doc has a connecting sword slash series that should be used generously. He isn't much of a kicker, but kicks must be used to break through certain characters' defenses.

Shockwave → ↓ ↓ ↗ ← → + X, Y or Z

Golden Secrets:

Whenever I hear of someone named Doc, I think about Doc Brown from *Back to the Future*, and I can hear Michael J. Fox saying in his squeaky voice, "Doc, doc."



DOC

Golden Axe



This big boy's gut is a truly disgusting spectacle. He uses a mace-like weapon and throws bombs.

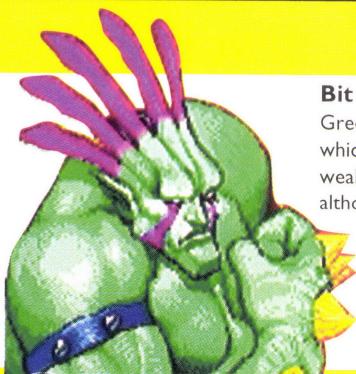
Bit o' Strategy:

Panchos has two types of bomb projectiles which have different delay times. These can confuse opponents and are fast enough to use as a counter. His Dyna Might kick can only be countered by a few of the characters and is a good move to get in closer.

Blast Wave ← ↓ ↓ → ↗ + K

Golden Secrets:

Panchos used to be on the SlimFast program, but gave it up when his idol Tommy Lasorda decided to be fat again.

**PANCHOS**

Mystical forest creatures have always been popular in fighting games, so *Golden Axe* must have one too.

Bit o' Strategy:

Green's biggest advantage is his reach. He is able to (rather cheaply) counter opponents with punches which makes it hard to jump in on him. His own jump attacks aren't that great either, but if you use weak attacks to stun, you may be more successful. His specials are disappointingly unspectacular, although some are very useful.

Mammoth Slam → ↓ ↓ + Z (while jumping in)

Golden Secrets:

I really wish Green was a more balanced character, because he looks pretty original—representing an interesting mix of the Incredible Hulk and Blanka.

**GREEN**

The resident lunatic of the game (all games usually have at least one) is Keel. This elf has a big chip on his shoulder, and I don't mean Doritos.

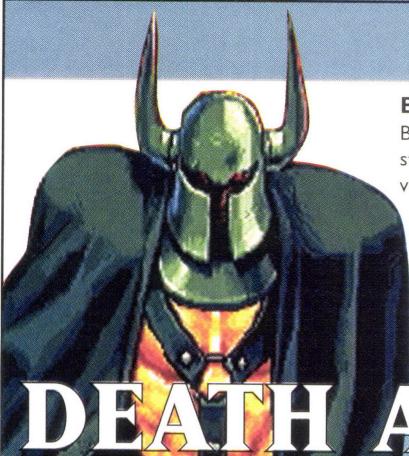
Bit o' Strategy:

His sword slashes are fairly effective, as are his sliding kicks. Keel has an assortment of ice projectiles and ice-related goodies. His dematerialization move allows him to teleport (all wackos can teleport), which causes considerable confusion for other players, but not the computer. Keel's super special is easy to connect and very potent.

Insanity Winds ↓ ← ↓ ← + X, Y or Z

Golden Secrets:

1. His full name used to be Kristefel, but he is so insane that he cut out the "rist" and "f" to declare himself as Keel.
2. Keel likes to kiiill. Get it? Hahahaha!

**KEEL**

The big, bad boss from the original *Golden Axe* series has come back for vengeance and blood!

Bit o' Strategy:

Besides Green, Death Adder has the longest reach in the game and easily the strongest normal strikes. His flame is very slow and should be used strictly as a corner trap. His slide kicks are very quick and hard to stop. The Death Wave is pretty cool and is his best special attack move.

Falling Sky ↓ + C (in the air)

Golden Secrets:

1. Death Adder is the opposite of the Life Adder, which is something I made up just now.
2. Although he is an Adder, he's not very snake-like.

**DEATH ADDER**

WIN! The Ultimate Gaming Rig!!

OVER \$20,000⁰⁰
IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with Pentium 166 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

WORD LIST and LETTER CODE chart

PINCHW	PRESSK	BLASTA	WRECKD
BREAKZ	PUNCHS	SPRAYC	TURBOV
STOMPT	STANDR	PRESSE	DREAMO
CRUSHI	SCOREH	SLANTL	CHASEP

MYSTERY WORD CLUE:

WORLD BUILDERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

MYSTERY WORD

Yes!

ENTER ME TODAY. HERE'S MY ENTRY FEE:

- (\$3.00) Computer Contest
- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Name _____

Address

City

State **Zip**

**SEND CASH, M.O., OR CHECK TO:
PANDEMOMIUM, P.O. BOX 26247
MINNEAPOLIS, MN 55426-0247**

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SOUL



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SUPER VEHICLE-001 METAL SLUG

FULL METAL STRATEGY GUIDE

BY SGT. TYRONE RODRIGUEZ



Is my world coming to an end?

A Neo-Geo title that's not a fighting game?

Metal Slug takes us back to the heyday of the 68000 when games like *NAM '75* and *Cyber Lip* were hip. The game provides 198 meg of non-stop action to keep you going through six missions. Herewith are maps pointing out the best tourist attractions in *Metal Slug*. We've also included strategies for fighting the bosses. *Semper Fi...Carpe Diem.*

WEAPONS MANUAL

Your standard-issue gun kinda stinks, so you may want to keep an eye out for these weapon power-ups:



ROCKET LAUNCHER

These beauty gets the job done. You can mow down an entire company of soldiers with one of these. They're heat-seekers, so aiming within a general area is suitably effective. Rockets can be used at close range without fear of harm on your own person.



FLAMETHROWER

Just a cool weapon to have and use. Nothing chars human flesh better than this weapon from hell. The flamethrower is another weapon that can nail multiple enemy soldiers. The blast will go through almost all solid objects in the game.



SHOTGUN

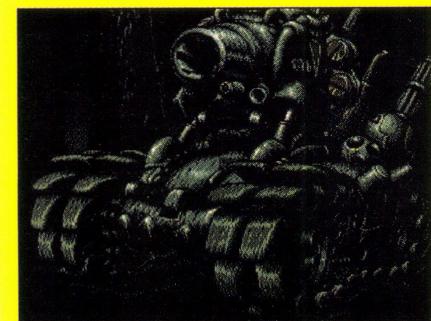
The Shotgun has very short range but works well against some artillery. It's cool, but the range is short. If you have a better weapon—that would be "any other weapon"—ignore the shotgun, but if you're stuck with your standard gun, then pick it up.



HEAVY MACHINE GUN

Besides filling the screen full of lead in a short time, the machine gun is the only hand weapon that can shoot diagonally. Tap Up on the joystick and press A at around the same time; a spray of bullets will fire at a 45-degree angle. Perfect against bosses.

THE METAL SLUG SUPER VEHICLE-001



This one-man tank is perfect for those long romps in the jungle. The cannon of the Metal Slug can be aimed at almost any angle. Its grenades are better than the standard ones. Metal Slugs can shoot enemy soldiers or run them over; I prefer the latter. It's easier to crush cars than to shoot them. To perform the Metal Slug "Ultimate Weapon" Kamikaze Attack, press A + B simultaneously. The Metal Slug will shoot forward, spit you out and run into whatever is in front of it. To get out of the Slug, press Down + B (or just B if the Slug is about to self-destruct.)

MISSION 1



Metal Slug

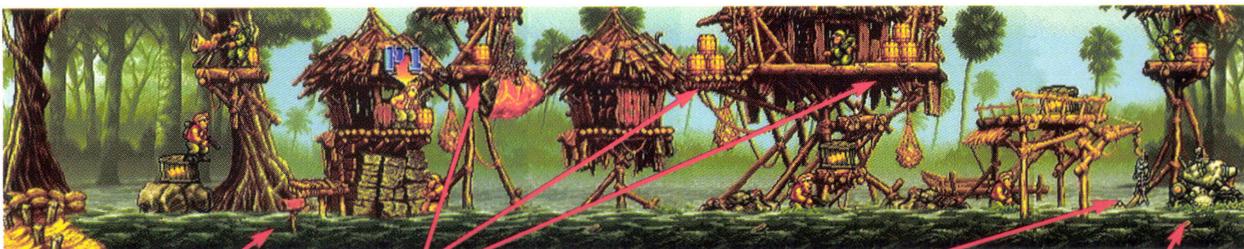
START →



Obviously, this little piggy didn't go to market. He's not potty trained either; watch him for a few seconds and you'll see him do something very interesting.



You can avoid the chopper's bombs with a simple "left/right" pattern. Watch for the "Dear John" love letter to fall after you blow the chopper up and grab it for bonus points; all of the helicopters in the game will have them.



Yeah! "Go postal" on the mail box. Shooting it repeatedly will produce endless envelopes of fluttering-mail.

Shoot the yellow barrels to take these shacks down. Just hold Up while jumping to shoot from directly beneath them.

Use your weapon to shoot the skin off of this hanging fish! You can stop when the bony carcass starts to attract flies.

Climb aboard the Metal Slug!



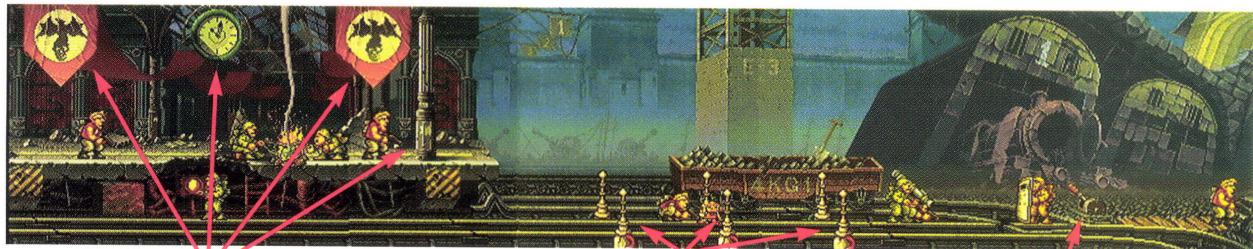
Use the Slug to blow up this large barrel and destroy the structure. You'll find a chicken behind it; if you keep pace with the chicken through your battle with the enemy tank and the waterfalls, the chicken will follow you all the way to the end of the stage and stop right beneath the end boss' giant laser cannon!



The Metal Slug will take you to the end of the level. Use it against the boss. Aim for the "eye" found near the bottom of the screen. Keep shooting. This one is easy.

Neo-Geo Strategy
Neo-Geo Strategy
Neo-Geo Strategy
Neo-Geo Strategy

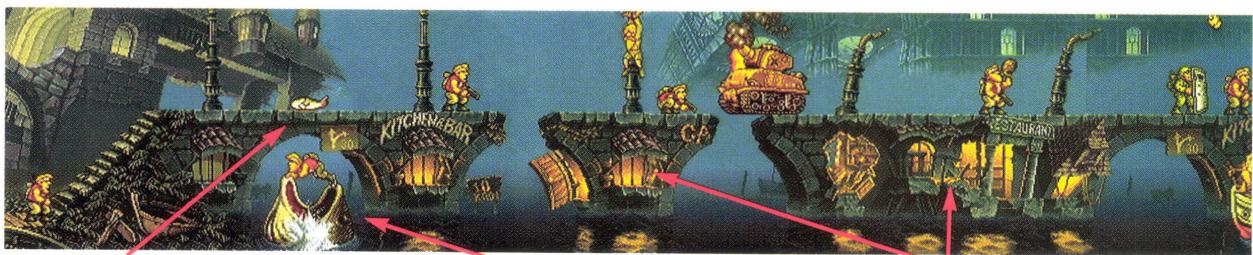
START →



Try shooting the flags, the clock and the pole for weird effects.

Avoid these electrical gates by jumping over or crawling under them.

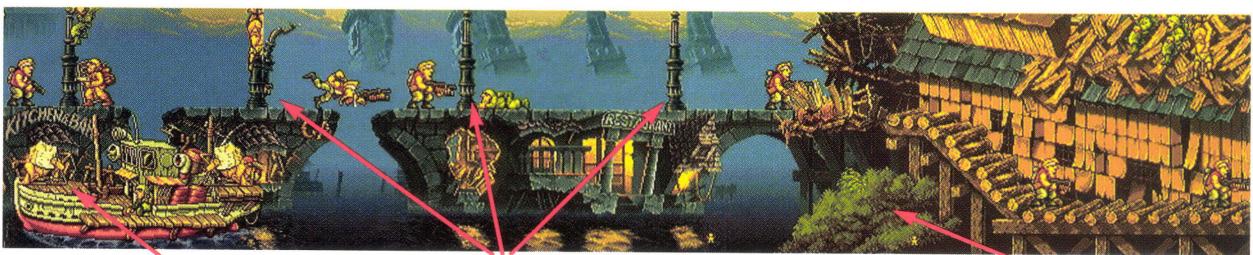
You can get bonus points by toggling this railroad switch; just shoot at it.



You'll have to be very quick to get this random bonus item before the bridge is blown up and it falls in the water.

Speaking of random events: If you fall into the water, sometimes you'll be eaten by a giant fish!

Press Down + A while jumping to shoot at windows and other structures below the viaduct; lots of this stuff can be destroyed.



Ahhh, here's a sunbather reading his paper—blow him away! You can also jump down to slash the ship's crew with your shiv. When the main body of the ship has been destroyed, look for a weapon power-up—you'll laugh at the animation of the poor fools who try to save their sinking ship by pumping the water out of it!

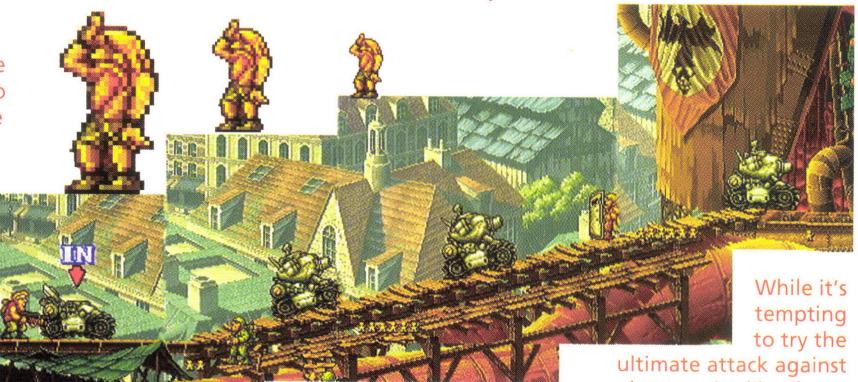
All of the light posts can be shot at.

One of the game's biggest secrets: Shoot this bush repeatedly and three—count 'em, three—hostages will climb out and thank you.

You'll appreciate the Metal Slug's diagonal firing abilities when you proceed up the ramp.



There are three platforms in this encounter. Jump from platform to platform while pelting the boss with the cannon (in close) and the Metal Slug's spray of bullets. When the flying contraption moves to the left, go to the platform at the right and fire away with a steady stream of bullets.



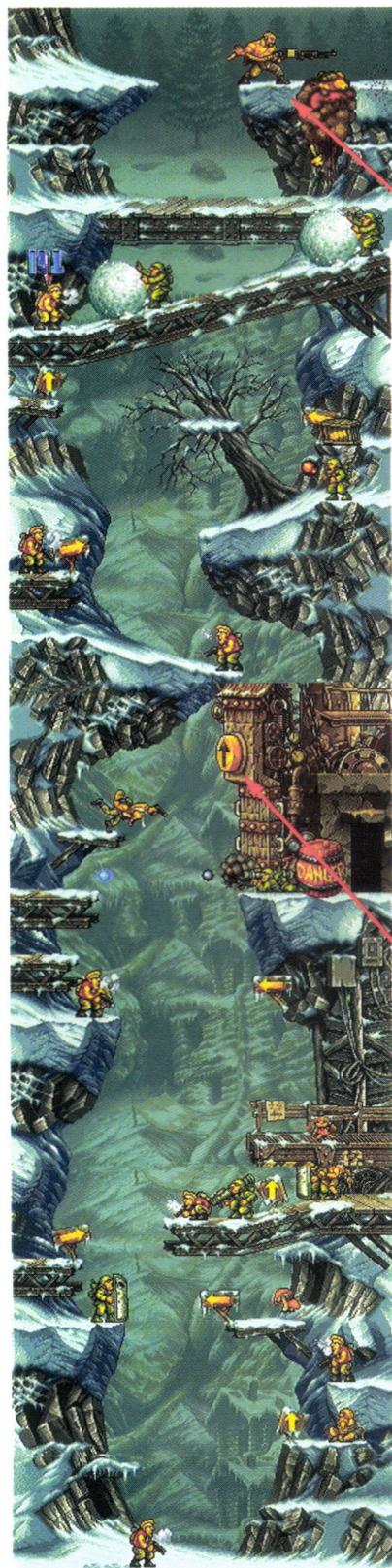
While it's tempting to try the ultimate attack against pesky enemies like these, you'll do better if you conserve the Metal Slug's massive firepower for the boss battle that's coming up ahead.



MISSION 3

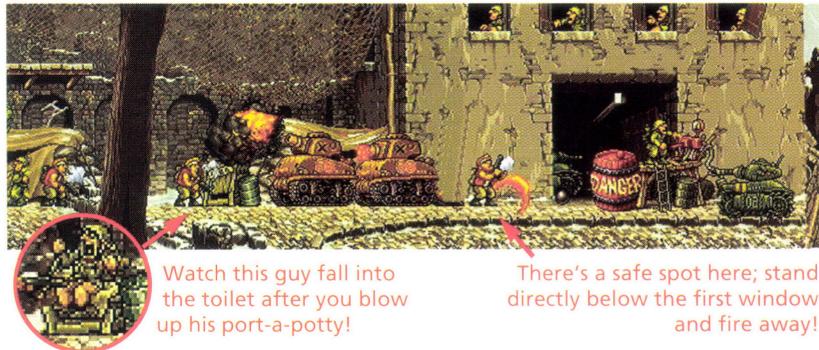


Metal Slug



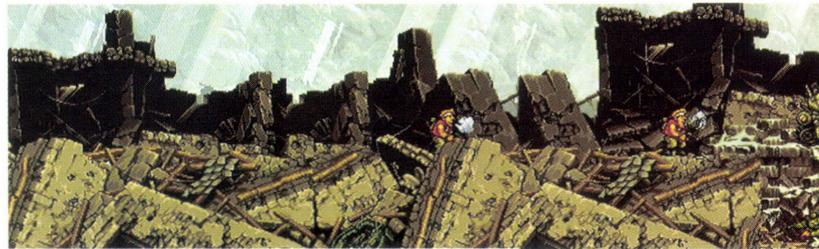
START ↑

This G.I. Joe wannabe can be beaten with the Heavy Machine Gun or by walking up and slashing him with your knife. The second method is faster, but more dangerous.; in close, this freak will whip you with his gun belt, which spells instant death.



Watch this guy fall into the toilet after you blow up his port-a-potty!

There's a safe spot here; stand directly below the first window and fire away!



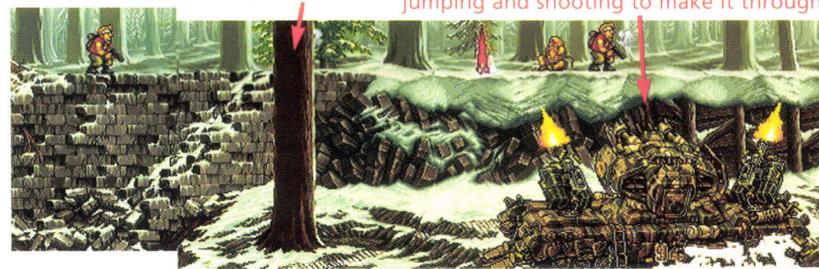
Hit the button to make the wall go up so you can get through, or just blow up the barrel to bring the whole structure down.



Sneak down these stairs, Castlevania-style, by pointing the joystick diagonally.

These huge trees can be blasted.

The boss tank has two guns on its sides which fire land mines. The primary weapon is a double barrel cannon blast, which can be avoided by constantly moving. Keep jumping and shooting to make it through.



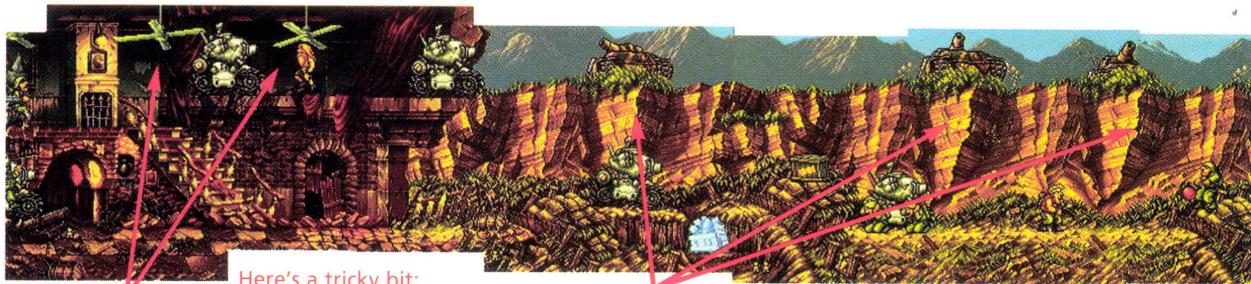
START →



Snag this monkey for extra points.

The campfire seen here can be shot and extinguished.

Here's another place where your old-school *Castlevania* training will come in handy; just point the joystick diagonally to move up or down the stairs.



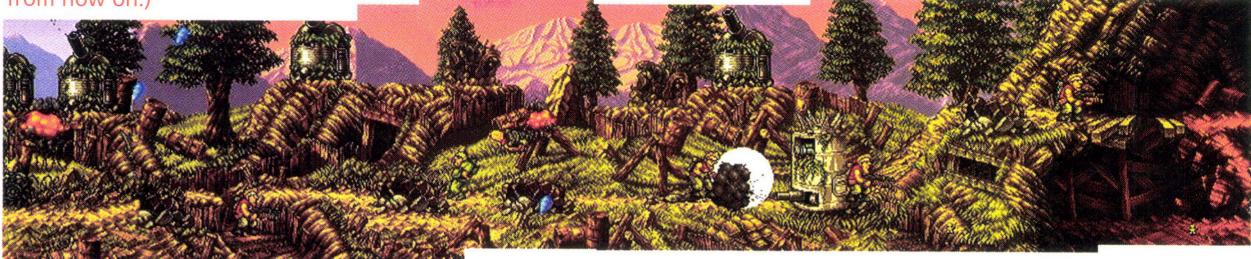
The fans above can also be shot down.

Here's a tricky bit:

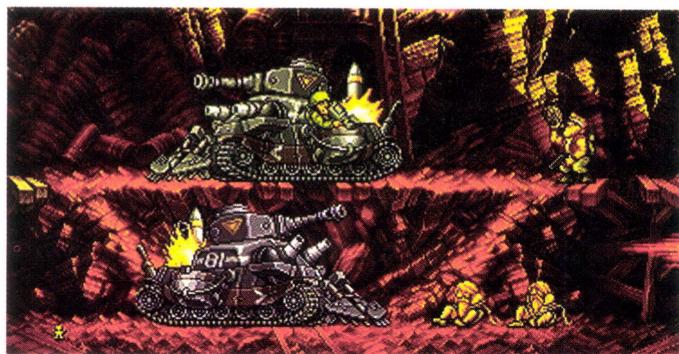
Beginners should run like mad through this part of the map and ignore the tanks above, because if you shoot the ridges, the tanks will fall and can crush you. However, once you get good at the game, you'll want to shoot the ridges, and the tanks, and the guys who pop out of the tanks, and the tanks that crawl up to the front of the cliff after the first row of tanks has been destroyed.



(Editor's Note: Tyrone was so busy daydreaming about "Nicole" that he didn't tell us *one single thing* about the rest of Mission 4, all the way up to the boss battle. What's up with that, Thor? Were you so hypnotized by Tommy Tallarico's new album that you failed to notice the hostages in the cave? This is the last straw; it's nothing but fighting games for you from now on.)



You've got two tanks to deal with now; one on the bottom and one on the top of the screen. You have to be quick with these tanks. Hopefully, you'll have one of the super weapons at your disposal; if not, try to rescue one of the hostages seen below. Get right up at point blank range and fire away as quickly as possible; toss all of the grenades you have and blast 'em with your primary weapon. If you're too slow, you'll lose at least one life, but if you can keep from getting killed after saving the hostages, you'll get to see their names on the screen at the end of the round.

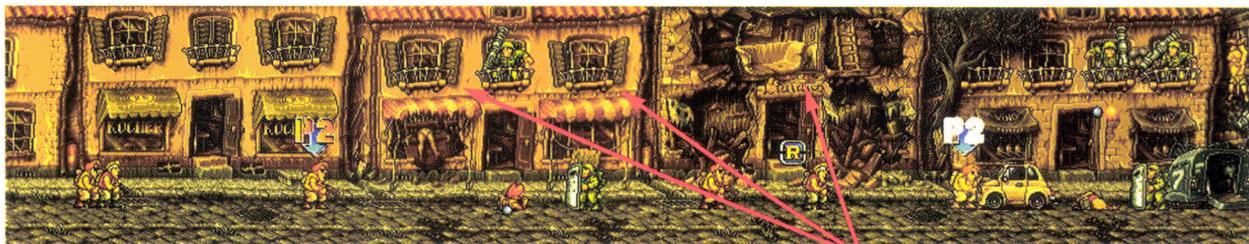


MISSION 5



Metal Slug

START →



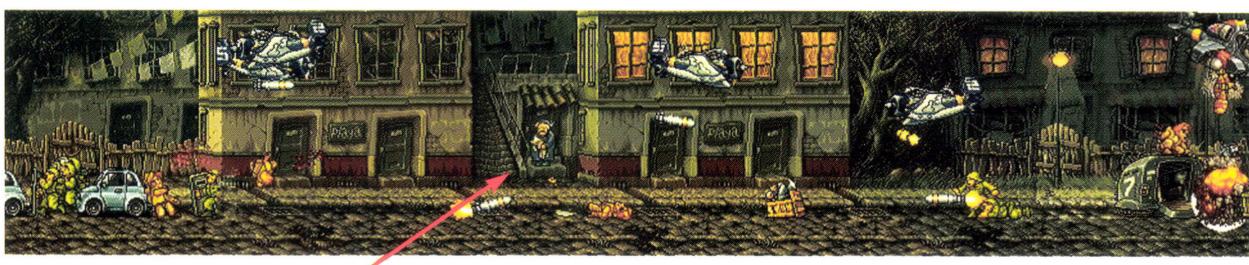
It's the L.A. Marathon! See if you can keep up with the athletic villagers who run out of these buildings. They're much faster than that chicken in Mission 1, so don't get shot or you'll lose them.

Many of the village's windows and balconies will give you power-ups and bonus items, so fire straight up into the air whenever you can.



There are two hostages hidden in this tree; you'll need to shoot it a bunch of times before they will climb out. Remember when we said to shoot up at everything? You'll be glad you listened.

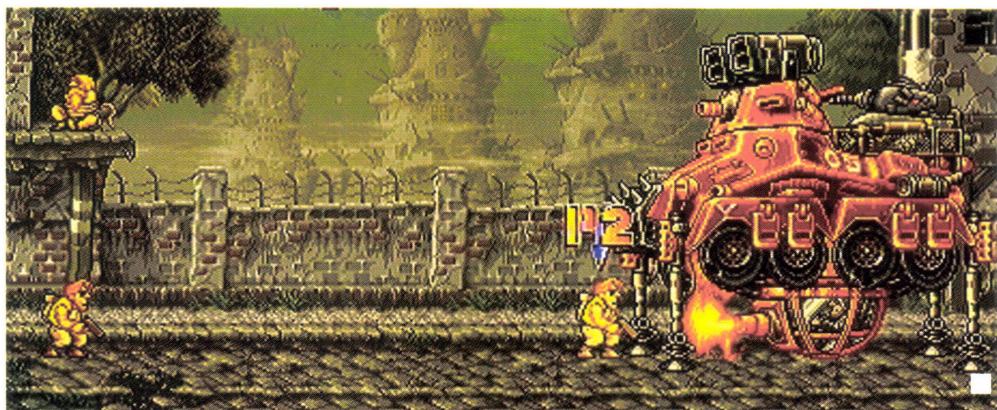
Driving over these VW Beetles is one of the most fun things in the whole game; try it!



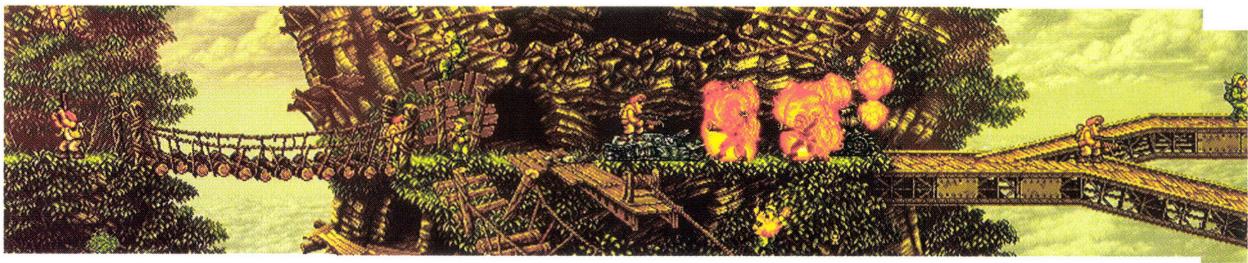
See the old man in the doorway? You can't kill him, but he and his cat will make funny faces if you shoot at them



This larger-than-life tank is a cinch. Fire and avoid its bullets until it reveals a larger lower cannon. Get in as close as possible and fire with all you've got. It should blow up after a bit. When under the tank, use your remaining grenades. Crouch down whenever necessary to avoid its rocks. This one is one of the easier bosses of Metal Slug.

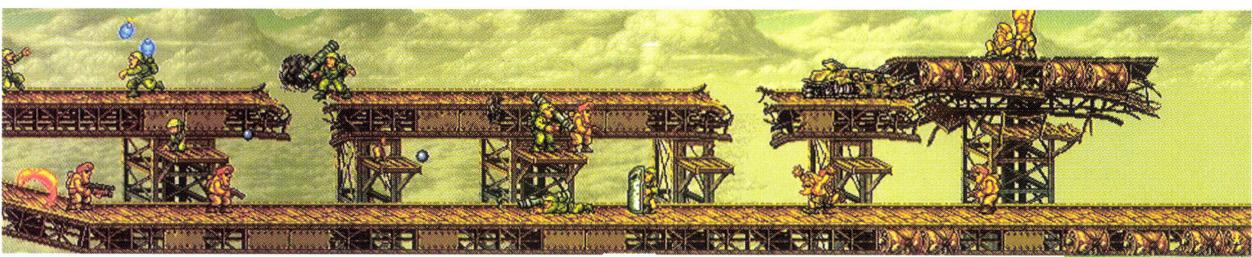


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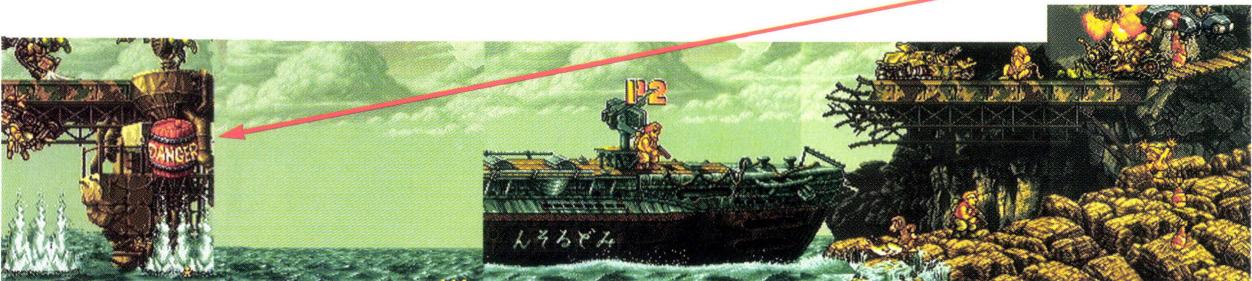


Shoot the trees found directly above you to free some more hostages.

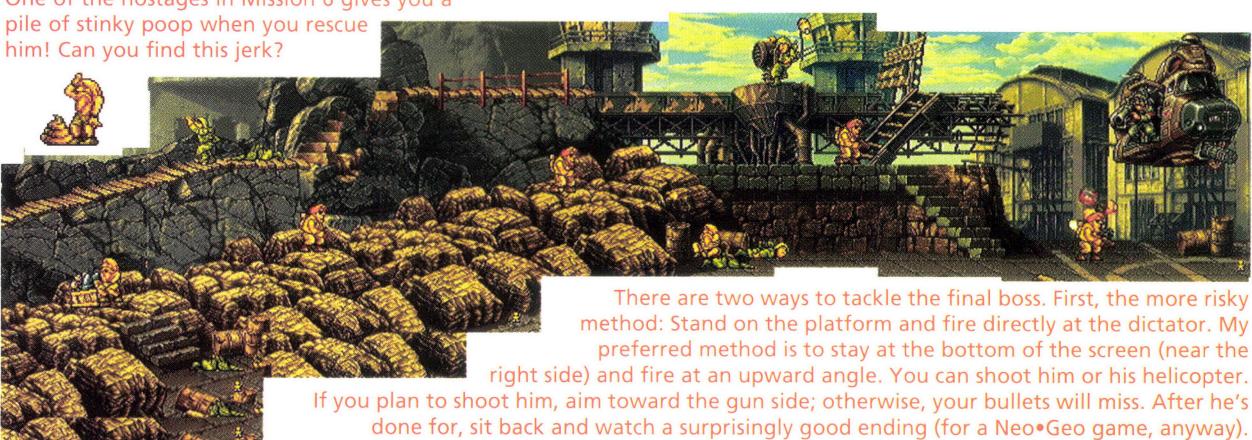
Sometimes a snake will appear in this area. Don't worry; it'll only get you bonus points.



After the free-fall, you can man the vulcan gun on the boat. It can fire in all directions, so follow the planes as they circle around and use it to take out the "Danger" barrels on the upcoming structures.



One of the hostages in Mission 6 gives you a pile of stinky poop when you rescue him! Can you find this jerk?



There are two ways to tackle the final boss. First, the more risky method: Stand on the platform and fire directly at the dictator. My preferred method is to stay at the bottom of the screen (near the right side) and fire at an upward angle. You can shoot him or his helicopter. If you plan to shoot him, aim toward the gun side; otherwise, your bullets will miss. After he's done for, sit back and watch a surprisingly good ending (for a Neo•Geo game, anyway).

Cheat Mode

Access the Music Test as described above, then press **Down** very quickly five more times. A top-secret Cheat Mode option will appear. With this option highlighted, you can enter cheat codes that will allow you to modify the game as follows:

"YA SAD LAD"—Highlight "Cheat Mode" and press **Y, A, SELECT, A, Down, Left, A, Down**; you'll hear a tone and a monkey noise to confirm the code. Now you'll start the game with 50 lives.

"BARRAL AX"—Highlight "Cheat Mode" and press **B, A, Right, Right, A, Left, A, X**; you'll hear a tone and a monkey noise to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the beginning of every stage—but all of the "DK" barrels have been removed from the game.

DOOM*Chainsaw Trick*

Sorry, but there are no cheats in the Super NES version of *Doom*. No stage-select, no "God mode," no free power-ups. However, there is an interesting programming "bug" involving the weapons which can be used to your advantage. First, you need to find a chainsaw. With the chainsaw in your inventory, strange things can happen—namely, if you fire every round of ammunition for one of your weapons, the game will usually give you a new, more powerful weapon by mistake.

Here's how it works: When one of your weapons runs out of ammo, the game is supposed to switch to a different weapon in your possession. However, once you've picked up a chainsaw, the game's logic gets screwed up. For some reason, running out of ammo can grant you the next most powerful weapon that's missing from your arsenal. The weapons progress in the following order: pistol, shotgun, chain gun, rocket launcher, plasma rifle. (Unfortunately, you can't seem to get a BFG 9000 with this trick.) Now, let's say you are walking around with a shotgun, chain gun and rocket launcher. If you have a chainsaw, just fire off all of your pistol rounds and you should get a free plasma rifle—even if you're in a stage like "Knee-Deep in the Dead", which has no plasma rifle to be found. Experiment with this sneaky trick to learn how to make it useful in different situations; like most bugs, the results can be unpredictable, but it's likely to be the only Super NES *Doom* tip you'll ever find.

DOUBLE DRAGON V: THE SHADOW FALLS*Stun Disable*

When the Main Menu Screen appears, press **Down, Down, Left, Up, Up, R, R, and L**; now your character can't be stunned in the game.

Throw Disable

Press **R, Right, L, L, Left, Left, R, R** at the main menu screen.

EARTHWORM JIM*Cheat Codes*

Start the game, press **START** to pause, then enter any of the following codes. (Note: Button names that are separated by a plus sign—e.g. **A+Left**—must be pressed at the same time; each code consists of exactly eight steps.)

Debug Menu: **A+Left, B, X, A, B, X, A**

Nick Jones Code: **Y, A, B, A, Y, A, B**

Skip to Next Stage: **A, B, X, A, A+X, B+X, B+X, X+A**

Jump to Princess: **A+Left, X, X, X+B, X, A, X, A+Left**

Extra Life (one time only): **B, B, A, X+Y, A, A, A**

Extra Life (repeat whenever necessary): **B+X, B, B, A, A, X, A**

Energy Refill (once per level): **A, B, X, Y, Y, X, B, A**

Energy Refill (repeat whenever necessary): **A+X, B, A, B, B, X+Y, B, A**

Ammo Refill: **A+X, B, A, B, X, X, X, X**

Plasma Power-Up (one time only): **A, A, B+L, A, A, X, B+L, X**

Plasma Power-Up (repeat whenever necessary): **A+X, B, B, A, A, X, B, L+R**

Extra Continue (one time only): **A, B, A, B, X, Y, X, Y, X**

Extra Continue (repeat whenever necessary): **Y+X, B, Y, B, X, B, X, X**

Map View Mode: **A, X, A, X, A, A, A, A**

Warp to "What the Heck?": **Y, X, Y, X, A, B, A, X**
 Warp to "Down the Tubes": **Up, Down, Left-Down, Left, Down, Down, Up+Left, Down**
 Warp to "Snot a Problem": **A, B, X, B, A, B, B, B+L**
 Warp to "Level 5": **A+B, B+X, X+Y, Left, Left, Right, Left, Right**
 Warp to "For Pete's Sake": **A, B, X, A, B, X, A, B+R**
 Warp to "Buttville": **A, X, Left, Left, X+Y, Up, Down, Left**
 Warp to "Andy Asteroids": **L+A, A, R+A, A, B, B, X, B**
 Warp to "Who Turned Out the Light?": **A, B, Up+Y, Up+Y, Left, Right, Left, Right**

EARTHWORM JIM 2*Super Cheat Code*

During the game, press the **START** button to pause, then enter the following code while the game is paused: **SELECT, Left, Right, A, X, X, Left, Right**. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press **A** or **B** to toggle each menu item. *Secret Move*

To trigger the Manta shield, just press **Up+X**. This move makes Jim invincible for a few seconds.

Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

Cheat Codes

To enter any of the following cheats, just press **START** to pause the game, then enter the code and unpause. Each code consists of eight steps. Note that the codes marked with an asterisk (*) can only be done once per level—these are the ones you give to your little brother when you don't want to totally ruin the game for him. Other code comments:

- The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press **A** to make Jim reappear.

- The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head".

- The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind.

- The "Invisible Soil" code works in the "Lorenzen's Soil" stage; it makes the falling soil invisible and allows you to walk through parts of the soil that look solid after you've shot them.

- Bright "Pause" Screen—**A, A, A, A, A, A, A, A**

- Warp to End of Current Level—**SELECT, B, X, A, A, X, B, SELECT**

- Warp to End of Game—**SELECT, Left, Right, L, R, Left, Right, SELECT**

- Invincibility—**A, A, X, A, Left, Right, Right, Left**

- Map View Mode—**SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, B**

- Energy Refill *—**A, B, X, SELECT, SELECT, X, B, A**

- Energy Refill—**X, SELECT, X, B, X, SELECT, X, A**

- Ammo Refill *—**X, X, X, X, X, X, X, SELECT**

- Ammo Refill—**SELECT, X, X, X, X, X, X, SELECT**

- Extra Life *—**SELECT, Left, SELECT, Right, Right, SELECT, Left, SELECT, Right, SELECT**

- Extra Life—**Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT**

- Extra Continue *—**A, A, A, A, A, A, A, A**

- Extra Continue—**A, SELECT, A, B, X, Y, X, Y**

- 10 Extra Meal Worms *—**A, A, B, A, A, Y, B, Y**

- 81 Meal Worms—**A, B, A, B, A, B, A, B**

- Mega Plasma Gun—**X, X, X, A, A, A, SELECT**

- 3 Finger Gun—**X, X, X, A, A, A, X, SELECT**

- Homing Missiles—**X, X, X, A, A, B, SELECT**

- Barn Blaster—**X, X, X, A, B, X, SELECT**

- Bubble Gun—**X, X, X, A, B, A, SELECT**

- Bomb Teleport—**X, X, X, B, B, B, B**

- Invisible Soil—**A, A, B, A, A, X, B, SELECT**

Warp to "Lorenzen's Soil"—**A, X, Left, Right, X, Left, Right, Left**
 Warp to "Puppy Love 1"—**Left, Right, A, B, X, Left, Right, A**
 Warp to "The Villi People"—**A, B, X, A, B, X, Left, Right**
 Warp to "The Flyin' King"—**A, B, X, Left, Right, Left, A, B**
 Warp to "Puppy Love 2"—**Down, Right, A, B, X, Left, Right, A**
 Warp to "Puppy Love 3"—**Up, Right, A, B, X, Left, Right, A**

Warp to "Udderly Abducted"—**Up, B, X, Left, Right, Down, A, X**
 Warp to "Inflated Head"—**Up, Down, X, A, B, Y, Left, Right**
 Warp to "ISO 9000"—**A, B, X, Left, Right, Right, Left, Right**
 Warp to "Puppy Love 4"—**Up, Right, A, B, X, Left, Right, A**

Warp to "Dinner Plate"—**Up, Right, A, B, X, Left, Right, A**
 Warp to "Level Ate"—**X, X, Down, Down, A, Left, Right, Left**
 Warp to "See Jim Run—Run Jim Run"—**A, B, X, Left, Left, Left, Right**

Warp to "End of Stage 2"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 3"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 4"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 5"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 6"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 7"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 8"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 9"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 10"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 11"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 12"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 13"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 14"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 15"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 16"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 17"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 18"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 19"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 20"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 21"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 22"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 23"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 24"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 25"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 26"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 27"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 28"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 29"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 30"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 31"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 32"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 33"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 34"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 35"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 36"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 37"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 38"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 39"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 40"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 41"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 42"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 43"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 44"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 45"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 46"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 47"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 48"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 49"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 50"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 51"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 52"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 53"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 54"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 55"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 56"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 57"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 58"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 59"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 60"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 61"—**Up, Right, A, B, X, Left, Right, A**

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Warp to "End of Stage 63"—**Up, Right, A, B, X, Left, Right, A**

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Warp to "End of Stage 69"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 70"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 71"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 72"—**Up, Right, A, B, X, Left, Right, A**

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Warp to "End of Stage 75"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 76"—**Up, Right, A, B, X, Left, Right, A**

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Warp to "End of Stage 78"—**Up, Right, A, B, X, Left, Right, A**

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Warp to "End of Stage 80"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 81"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 82"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 83"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 84"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 85"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 86"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 87"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 88"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 89"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 90"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 91"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 92"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 93"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 94"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 95"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 96"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 97"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 98"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 99"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 100"—**Up, Right, A, B, X, Left, Right, A**

Warp to "End of Stage 101"—**Up, Right, A, B, X, Left, Right, A**



Level 6: 1813
Level 7: 3353

JUDGE DREDD

Stage Select + Energy Gain
When you first turn on the Super NES, you'll see a copyright screen with tons of tiny white words on a black screen. Quickly spell the word "LUXURY" on Controller 1 by pressing the following buttons: **Left, Up, X, Up, Right, Y**. You'll see the names of some of the game's creators near the bottom of the screen in green, then you'll be taken to the Vid-Com screen, where you'll be given a warning from the Justice Department about using cheats. When the screen says "Say No to Cheats," press **X** and **A** together; you'll get a message that says, "Level Select Activated". Next, press **X** and **B** together to get a message that says "Energy Gain Activated". Now start the game. Notice that whenever you get injured, your health meter refills automatically all by itself, making it a snap for you to progress through each stage. If you're really impatient, just press the **SELECT** button at any time during the game (except while paused) to bring up the top-secret stage-select menu.

THE JUNGLE BOOK

Level Select/Cheat Mode

At the Virgin logo, quickly press **Up, Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y**. Now go to the Start/Options screen and enter the Options menu. You'll find that there is now a level select and a "Cheat" option.

JURASSIC PARK II

Infinite Continues

At the Mission Select screen, press **L, L, L, R, R, R, L, R, R, L, R, R, L, R, R, R**. Now you can continue the game indefinitely.

KENDO RAGE

Stage Select

Press **START** at the title screen. When the words "GAME START" and "CONFIGURATION" appear, press **X, Y, A, B, X, Y, A, B, START**. The "Special Presents" menu will appear, allowing you to choose your starting stage.

KILLER INSTINCT

Boss Code

At the "Vs." screen—the one that shows both characters' portraits just before the fight begins—hold **Right** on the D-pad and quickly press **QUICK PUNCH, QUICK KICK, FIERCE PUNCH, MEDIUM KICK, MEDIUM PUNCH and FIERCE KICK**. (In the default control configuration, that would be **L, R, X, B, Y, A**.) You'll hear the announcer say, "Eyedol!" When the fight starts, you'll be playing as the boss.

Speed Codes

The Super NES version of *Killer Instinct* has four different "speed" codes that allow you to change the speed of the game. Each of them consists of several buttons that must be held down at the "Vs." screen just before the fight begins. If you've entered the code correctly, you'll hear a punching sound that's exactly like the sound the game makes when you pause it during a battle. Note that in two-player mode, both players must enter the codes in order to make them work.

Slow Speed: Hold **Left + R + A + B**

Fast Speed: Hold **Right + L + X + Y**

Faster Speed: Hold **Right + R + A + B**

Fastest Speed: Hold **Left + L + X + Y**

Easy Combo Breakers

At the "Vs." screen, hold **Down** on the D-pad and press **START**; you'll hear the announcer say, "C-C-C-C-Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the button your opponent started his or her combo with.

Stage Select/Music Select

When choosing a fighter at the character-select screen, hold the D-pad **Up** or **Down** with the specific buttons as shown below; the button you press will also choose your character, so be sure the fighter you want is highlighted when you do the code. In a two-player match, the first person to pick his or her character gets to select the stage; the second player to choose a fighter can select the music they like ac-

cording to the same button combinations used for the stage select, as follows:

Up+L: Ice Temple
Up+R: Castle Roof
Up+X: Ice Sculpture
Up+Y: Skull Room
Up+A: Desert Roof
Up+B: City Roof
Down+L: Canyon Bridge
Down+R: City Street
Down+X: Lava Pit
Down+Y: Bloody Arena
Down+A: Factory
Down+B: Fireplace
Down+B (on both controllers): Sky Arena

KING OF DRAGONS

Two-Player Same-Character Code

Press **Down, R, Up, L, Y, B, X, A** at the Capcom logo. Now both players can choose the same warrior at the character-select screen.

99 Continues

Start a one-player game and let all of your character's lives run out. When you've finally kicked it, the "Continue?" prompt will appear; press **START** on Controller 1, and the Credit counter will read "01." Now you must let your lives run out a second time. When the "Continue?" prompt appears again, press **START** on Controller 2 to join in, but don't choose a character yet. Quickly press **START** on Controller 1 before the countdown expires, then finish choosing a character for Controller 2—when both characters are on the screen, you will see that you have 99 credits.

KIRBY'S DREAM COURSE

Change Name

To change your name without restarting the game, go to the Member screen and highlight the file to be changed. Press **L, R and A** simultaneously to get to the Name Entry screen.

KRUSTY'S SUPER FUN HOUSE

Cheat Password

Enter the password **JOSHUA** to start the game with unlimited lives and all of the doors unlocked. (Make sure you put a space in the first and last positions of the password.) You can also get ten pies whenever you need them by pressing **L+R** simultaneously.

THE LAWNMOWER MAN

Super Cheat Mode

Press **START** to pause during a game, then press **B, R, A, SELECT, SELECT, Y, A, B, Y, A**. Next, press **START** to unpause. Tap the **L** or **R** button repeatedly to play in slow-motion.

Stage Select

With the cheat code in place as described above, press **START** during the game and press **A, L, L** while the game is paused. Next, press **START** to unpause, and you'll get the "Nigel Wayne Mode" menu, which allows you to play any stage.

Infinite lives

While the cheat mode is in effect, pause the game with the **START** button, then press **R, A, SELECT, Y** and **START** to continue playing. Notice that when your character is killed, your life counter will not be reduced.

Stage Skip

With the cheat code in place, you can skip to the end of any Virtual World stage by pressing the **A** button while the game is paused.

LEMMINGS 2: THE TRIBES

Sound Test

At the title screen, point to the knothole in the tree and press **B**. Press **B** repeatedly to hear different tunes.

THE LOST VIKINGS

Level Passwords

Level 02: **GR8T**
Level 03: **TLPT**
Level 04: **GRND**
Level 05: **LMM0**
Level 06: **FL0T**
Level 07: **TRSS**
Level 08: **PRHS**
Level 09: **CVRN**
Level 10: **BBL5**
Level 11: **VLCN**
Level 12: **QCKS**
Level 13: **PHRO**

Level 14: **C1R0**
Level 15: **SPKS**
Level 16: **JMNN**
Level 17: **TTRS**
Level 18: **JLJY**
Level 19: **PLNG**
Level 20: **BTRY**
Level 21: **JNKR**
Level 22: **CBLT**
Level 23: **HOPP**
Level 24: **SMRT**
Level 25: **VBTR**
Level 26: **NFL8**
Level 27: **WKYY**
Level 28: **CMBO**
Level 29: **8BLL**
Level 30: **TRDR**
Level 31: **FNTM**
Level 32: **WRLR**
Level 33: **TRPD**
Level 34: **TFFF**
Level 35: **FRGT**
Level 36: **4RN4**
Level 37: **MSTR**

Super Bowl Win Screen

To see a sneak preview of the victory ending that appears when you win the Super Bowl, go to the "Game Setup" menu and press **A, Y, A, Y, L**.

Reset Game Stats

To access a programmer's secret debugging screen, hold the **START, SELECT, L, R** and **A** buttons on Controller 2 while turning the game on. Once you're at the hidden "Gamepak Stats" screen, you can clear the battery-backed memory by pressing **Down, B, Y, L and R** simultaneously; this will erase all of your records and stats, which is a good way to make your older brother really mad.

MADDEN NFL '95

Expansion Teams

Before you begin a new game, go to the Game Setup screen and highlight either the Home or Visiting Team options. Press **L, R, L, R, and A** to play as the Jaguars, or press **L, R, L, R, and Y** to play as the Panthers.

MAGIC SWORD

Secret Teams

To find a few dozen hidden teams in the Super NES version of *Madden 96*, you'll need to follow some specific instructions. At the "Team Select" screen, enter one of the following codes while the '96 version of the indicated team is on the screen:

'75 Cardinals—Highlight the Cardinals, press **A, B, B, A**.

'80 Falcons—Highlight the Falcons, press **L, Y, B, R, A**.

'73 Bills—Highlight the Bills, press **A, L, A, B, Y**.

'85 Bears—Highlight the Bears, press **Y, A, B, B, A**.

'81 Bengals—Highlight the Bengals, press **R, A, L, L, Y**.

'65 Browns—Highlight the Browns, press **A, L, L, R, B**.

'78 Cowboys—Highlight the Cowboys, press **B, A, R, B, Y**.

'77 Broncos—Highlight the Broncos, press **B, R, A, Y**.

'62 Lions—Highlight the Lions, press **B, A, R, R, Y**.

'67 Packers—Highlight the Packers, press **B, A, Y, B, A, L, L**.

'80 Oilers—Highlight the Oilers, press **A, R, A, B, Y**.

'68 Colts—Highlight the Colts, press **B, A, L, B, A, L**.

'69 Chiefs—Highlight the Chiefs, press **B, L, L, Y, R, A, Y**.

'72 Dolphins—Highlight the Dolphins, press **L, R, B, B, B**.

'76 Vikings—Highlight the Vikings, press **B, R, A, L, L**.

'85 Patriots—Highlight the Patriots, press **R, A, Y, B, A, R, Y**.

'79 Saints—Highlight the Saints, press **Y, A, L, L**.

'86 Giants—Highlight the Giants, press **L, B, L, A, R, R, Y**.

'68 Jets—Highlight the Jets, press **A, R, R, A, Y**.

'77 Raiders—Highlight the Raiders, press **B, Y, B, Y, L, A**.

'60 Eagles—Highlight the Eagles, press **A, L, L, Y**.

'78 Steelers—Highlight the Steelers, press **L, A, Y, B, R**.

'68 Rams—Highlight the Rams, press **B, A, R, L, Y**.

'81 Chargers—Highlight the Chargers, press **A, Y, R, B, A, L, L**.

'84 49ers—Highlight the 49ers, press **B, A, Y, A, R, Y, A**.

'78 Seahawks—Highlight the Seahawks, press **A, L, A, R**.

'79 Buccaneers—Highlight the Buccaneers, press **Y, A, R, R**.

'82 Redskins—Highlight the Redskins, press **L, Y, B, R, L**.

NFLPA Free Agents—Highlight the Panthers, press **L, Y, B, R, A, R, Y**.

Tiburon Gotcha—Highlight the Jaguars, press **A, Y, B, A, B, Y**.

EA Sports—Highlight the All-Madden team, press **B, A, L, L, SELECT**.

15-Second Quarters

To play a super-short game with just one minute remaining on the clock, access the "Game Setup" menu and highlight the "Quarter Len." option, then press **Y, A, Y, A, R** on either Controller 1 or 2. The quarter length will be reduced to a mere 15 seconds.

MECHWARRIOR 3050

Stage Passwords

Choose "Options" from the title screen, then select the Password entry screen and enter any of the following codes to start at different stages.

Mission 1—**BMBRMN**

Mission 2—**65C816**

Mission 3—**B1GBND**

Mission 4—**FSPRNG**

Mission 5—**YHVX11**

Unlimited Ammo

Enter the password **M1R0G3**; you'll automatically return to the title screen. Now start a game, and you'll find that your ammunition is never used up.

Invincibility

You must first enter each of the five mission passwords shown above as well as the "Unlimited Ammo" password; after entering each one, return to the password entry screen again and put in the next one. Once all of those passwords have been registered, return to the password menu a seventh time and enter the code **MKWFL**. Now start a game, and you'll see that your "mech's" health meter will never register any damage.

Play as an Enemy Mech

Turn the game on and wait for the Tiburon Entertainment logo to appear. When it does, press **Down** on the D-pad, then **A**, then **X**. Next, go to the password entry screen and input the code **XTRM3K**. You'll be taken to a secret menu screen where you can choose to play the game as any of six different enemy mechs instead of the default MadCat.

MEGA MAN VII

Hidden Versus Mode

Choose the password option from the title screen and enter the password **1 4 1 5 / 5 5 8 / 5 / 7 8 2 3 / 6 2 5 1**. When all of the numbers/faces are in place, hold the **L** and **R** buttons on top of Controller 1 and press **START**. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a Street Fighter-style arena for two players. Mega Man's Arrow Slasher is **↓→+Y** and his Leg Breaker is **↓↓+B**. Bass' Buster Kick is **→↓+Y** and his Sonic Crash (while jumping) is **→→+Y**. Both fighters can block by quickly pressing **Up** twice.

MEGA MAN X 2

Diagnostic Test

Hold the **B** button on Controller 2 and turn on the SNES with *Mega Man X 2* installed.

Dragon Punch

You must have all eight weapons, all eight Heart Tanks and all four Sub-Tanks to do this. Defeat Violent and Serges during the last portion of your quest. Once you have the option of going to Agile's level, DON'T DO IT. Head to the Flame Stag's domain

(Volcanic Zone) to max out your Sub-Tanks and extra men. Once you have maxed everything out—including weapons—head to Agile's level. Play through this stage until you reach an area where there are two ladders, one of which you cannot reach. Head to the left of the ladders to attract a bat. Freeze the bat with the Crystal Hunter somewhere near the upper ladder (make sure you can reach it from the frozen bat). Climb up the ladder. Charge up your Speed Burner to its maximum. Jump to the right, then use the Speed Burner in mid-air to get over the spikes on the floor. Fall through an opening in the floor thereafter. Use the air dash for the next set of spikes. After that there's a really long drop. Cling to the right wall and use the Radar to find the invisible section in the wall. The Dragon Punch power-up will be waiting for Mega Man. The Dragon Punch can only be used when Mega Man's health is full. Perform the Dragon Punch just as it is done in *Street Fighter II*. That's Forward, Down, Down/Forward and attack.

METAL COMBAT: FALCON'S REVENGE

Enter Your Name

At the title screen, press L, A, B, then L again. A "Name Entry" screen will appear, and that's what your partner will call you.

MICHAEL JORDAN: CHAOS IN THE WINDY CITY

Completion Passwords

Cells only: 3K5BGX0DR9X.

Cells and Laboratory only: JGL8PKGHWTs.

Cells and Factory only: TJQ33CDQZZD.

Cells, Laboratory, and Factory: 25QZZ12YRH8.

Cells, Laboratory, and Factory with all captives rescued: TSMMHGBW43D.

MICKEY MANIA

Stage Select

At the Sound Test menu, set the Music to "Bearstalk 1" and the SFX to "Extra Try". Now highlight the EXIT option and hold the L button on top of Controller 1 for about seven seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MIGHTY MORPHIN POWER RANGERS

Passwords

3847—Level 2

5113—Level 3

3904—Level 4

1970—Level 5

8624—Level 6

2596—Level 7

0411—Two-Player Battle #1

1007—Two-Player Battle #2

1212—Two-Player Battle #3

MIGHTY MORPHIN POWER RANGERS: THE FIGHTING EDITION

Boss Code

To play as Ivan Ooze, choose the game's Fighting Mode. At the character-select screen, highlight any fighter, hold the X and Y buttons down and press START. Both players can use this code to play Ooze vs. Ooze battles.

MIGHTY MORPHIN POWER RANGERS: THE MOVIE

Power-Up Code

At the title screen, press Up, Down, Left, Right, X, B, Y, A; the screen will flash if you've entered the code correctly. Now start the game and you'll see that you will start each level with your Power Ranger suit on instead of having to pick up the lightning bolt icons to earn it.

MLBA BASEBALL

Cheat Passwords

PWRPT—activates "Power Pitching." All pitchers can now throw up to 40 MPH faster.

PWRHT—activates "Power Hitting." All batters have maximum power on every swing.

ZZNG—activates "Turbo Throwing." This doubles the throwing speed of fielders.

VRRRM—activates "Hyper Running." The running speed of all players is doubled.

RBBR—changes to a "Rubber Field." Balls bounce higher; lots of ground-rule doubles.

BRRR—Play on an "Ice Field." It doesn't

look like ice, but the ball will roll forever. XXXX—"Simulation Mode"; the computer is tougher to beat.

NNTH—Start in the bottom of the ninth with the home team down 4-0.

MORTAL KOMBAT

Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down

Johnny Cage—Forward, Forward, Forward, Y

Kano—Back, Down, Forward, B

Rayden—Forward, Back, Back, Back, Y

Sub-Zero—Forward, Down, Forward, Y

Sonya—Forward, Forward, Back, Back, R (Block)

Scorpion—Up, Up (easier if you hold Block)

Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". During this battle, you must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile.

Bugs

In the first or second round of a battle, finish your opponent with a projectile attack (fireball, spear, etc.) at the end of the round. When the next round starts, you can throw the same projectile without touching the D-pad by pressing the last button you used to do the move.

Set the difficulty level to "Very Easy" and start a one-player game. Allow yourself to be defeated in every match until you reach the Hall of Champions stage. Now the computer character can throw you from any spot, even if they're all the way on the other side of the screen.

Perform Rayden's fatality on the third endurance stage in a one-player game; when Goro appears, he will be silver-colored and flashing.

MORTAL KOMBAT II

Endurance Mode

At the Start/Option screen, hold the L and R buttons on top of the controller and press START. You'll get a new set-up screen that says "Choose Your Fighters."

Both players can choose four characters with which to fight; you can even choose the same four characters. Press SELECT to have the computer pick four characters at random. Once the eight fighters have been chosen, press START to begin the match, a two-player elimination battle.

"Scott's Stuff" Menu

At the main menu, press X, B, A, Y, Up, Left, Right, Down, Right, Down. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player games).

At the main menu, press X, B, A, Y, Up, Left, Down, Right, Down. This adds a new option called "Scott's Stuff". Here you can activate Motaro as a playable character (only in two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs. screen" codes.

NBA JAM TOURNAMENT EDITION

Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press B.

Benny (team mascot): Highlight "B", hold START and press B; highlight "N", press A; highlight "Y", hold START and press Y.

Hugo (team mascot): Highlight "H", press A; highlight "G", hold START and press Y; highlight "O", hold START and press A.

Crunch (team mascot): Highlight "C", hold START and press A; highlight "R", hold START and press B; highlight "N", press A; Bill Clinton: Highlight "C", hold START and press A; highlight "I", press A; highlight "C", hold START and press B.

Hilary Clinton: Highlight "H", press A; highlight "C", hold START and press B; highlight "■" (the space character), press A.

Prince Charles: Highlight "R", hold START and press B; highlight "O", hold START and press A; highlight "Y", press A.

Heavy D: Highlight "H", hold START and press A; highlight "V", press A; highlight "Y", hold START and press B.

Jazzy Jeff: Highlight "J", hold START and press Y; highlight "A", hold START and press A; highlight "Z", hold START and press A.

Larry Bird: Highlight "B", hold START and press A; highlight "R", hold START and press Y; highlight "D", hold START and press A.

Frank Thomas: Highlight "S", hold START and press B; highlight "O", press A; highlight "X", hold START and press A.

Randall Cunningham: Highlight "P", press A; highlight "G", hold START and press A; highlight "I", hold START and press Y.

Mike D: Highlight "M", hold START and press Y; highlight "K", press A; highlight "D", hold START and press Y.

AdRock: Highlight "A", press A; highlight "D", hold START and press Y; highlight "R", hold START and press B.

MCA: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "A", press A.

Mark Turnell: Highlight "M", hold START and press A; highlight "J", press A; highlight "T", hold START and press A.

Jamie Rivett: Highlight "R", press A; highlight "J", hold START and press A; highlight "R", hold START and press Y.

Sal DiVita: Highlight "S", hold START and press A; highlight "A", hold START and press B; highlight "L", hold START and press Y; highlight "L", press A.

Shawn Liptak: Highlight "S", press A; highlight "L", hold START and press B; highlight "■" (the space character), hold START and press B.

Tony Goskie: Highlight "T", hold START and press B; highlight "W", press A; highlight "G", hold START and press A.



John Carlton: Highlight "J", hold **START** and press **Y**; highlight "M", hold **START** and press **Y**; highlight "C", hold **START** and press **B**.

Jay Moon: Highlight "J", press **A**; highlight "A", hold **START** and press **A**; highlight "Y", hold **START** and press **B**.

Kirby: Highlight "C", hold **START** and press **B**; highlight "K", press **A**; highlight "■" (the space character), hold **START** and press **Y**.

Snake: Highlight "G", hold **START** and press **A**; highlight "O", hold **START** and press **Y**; highlight "F", hold **START** and press **B**.

Falcos: Highlight "J", hold **START** and press **A**; highlight "F", press **A**; highlight "■" (the space character), hold **START** and press **Y**.

Muskett: Highlight "M", hold **START** and press **B**; highlight "C", hold **START** and press **B**; highlight "M", hold **START** and press **Y**.

Hill: Highlight "N", hold **START** and press **A**; highlight "D", hold **START** and press **B**; highlight "H", hold **START** and press **A**.

Chow Chow: Highlight "A", press **A**; highlight "M", hold **START** and press **A**; highlight "X", hold **START** and press **Y**.

Weasel: Highlight "R", hold **START** and press **B**; highlight "X", hold **START** and press **A**; highlight "Y", hold **START** and press **Y**.

Brutah: Highlight "L", hold **START** and press **A**; highlight "G", hold **START** and press **B**; highlight "N", press **A**.

Kabuki: Highlight "D", press **A**; highlight "A", hold **START** and press **B**; highlight "N", hold **START** and press **A**.

Facime: Highlight "X", hold **START** and press **B**; highlight "Y", hold **START** and press **B**; highlight "Z", hold **START** and press **A**.

Blaze: Highlight "B", hold **START** and press **Y**; highlight "L", press **A**; highlight "Z", hold **START** and press **Y**.

Kid Silk: Highlight "K", press **A**; highlight "S", hold **START** and press **B**; highlight "K", hold **START** and press **Y**.

Scooter Pie: Highlight "H", hold **START** and press **A**; highlight "T", press **A**; highlight "P", hold **START** and press **Y**.

Moosekat: Highlight "M", hold **START** and press **B**; highlight "P", hold **START** and press **Y**; highlight "F", press **A**.

Air Dog: Highlight "A", hold **START** and press **Y**; highlight "I", press **A**; highlight "R", hold **START** and press **B**.

Secret Power-Ups
Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: **Up, Up, Down, Down, B**

Quick Hands: **Left, Left, Left, Left, A, Right**
Max. Power: **Right, Right, Left, Right, B, B, Right**

Powerup Goaltending: **Right, Up, Down, Right, Down, Up**

Powerup Fire: **Down, Right, Right, B, A, Left**

Powerup Turbo: **B, B, A, Down, Down, Up, Left**

Powerup Offense: **A, B, Up, A, B, Up, Down**

Powerup 3-Pointers: **Up, Down, Left, Right, Left, Down**

Powerup Dunks: **Left, Right, A, B, B, A**

Powerup Push: **Down, Right, A, B, A, Right, Down**

Push One Opponent and Both Fall: **Up, Up, Up, Up, Left, Left, Left, A, A**

Push One Opponent and Only Teammate Falls: **Up, Up, Up, Up, Left, Left, Left, A, B**

Teleport Pass: **Up, Right, Right, Left, A, A, Down, Left, Left, Right, B**

High Shots: **Up, Down, Up, Down, Right, Up, A, A, A, A, Down**

Speed Up: **Up, Up, Up, Up, Left, Left, Left, Left, B, A**

Slippery Court: **A, A, A, A, A, Right, Right, Right, Right, Right**

NFL QUARTERBACK CLUB
Secret Teams

Each of the following codes works at the main menu; after entering the code, go to the NFL Play mode and select a pre-season game. The secret teams will be included in the list of available teams.

Jaguars/Panthers: **Up, Down, X, Y, Left, Up, B, A, Down, Y**

All-Pro teams: **B, Up, Left, A, X, Right, Up, B**

Acclaim/Iguana teams: **Y, A, X, Y, Down, B, Left, Y, Up, Right**

NHL '94

Password

Play in the Stanley Cup Finals as the LA Kings (vs. Montreal):
BFJC1CCM1XX9VJDG

THE NINJA WARRIORS

Stage and Area Select

Wait for the words "PUSH START" to flash on the title screen, then hold **X** and **Y** and press **A, B, A, A, B, B, B, A, B, A, B, A, B**. The "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level.

Music Test

Also at the title screen, wait for the words "PUSH START" to appear, then hold the **L** and **R** buttons on top of the controller and press **START**.

OGRE BATTLE

Secret Area

To get to the secret battle in Dragon's Haven, begin a new game and enter FIRE-SEAL as your name. You must answer seven questions before beginning the game.

ON THE BALL

Passwords

Switch Balls: GFJXF
Change Gravity: ZLJPJ
Sound Test: NRRRP
Best Time: ZNGGX

OUT OF THIS WORLD

Passwords

Section 1: LDKD
Section 2: HTDC
Section 3: CLLD
Section 4: LBKG
Section 5: XDDJ
Section 6: FXLC
Section 7: KRFK
Section 8: KLFB
Section 9: DDRX
Section 10: HRTB
Section 11: BRTD
Section 12: TFBB
Section 13: TXHF
Section 14: CKJL
Section 15: LFCK

PAC ATTACK

Passwords

Level 90: BTF
Level 91: NSM
Level 92: QYZ
Level 93: KTT
Level 94: FGS
Level 95: RRC
Level 96: YLW
Level 97: PNN
Level 98: SPR
Level 99: CHB
Level 100: LST
Game End: JFK

PAC-IN-TIME

Stage Select

Enter the password LVDYK and return to the title screen. With the cursor on "One Player" at the Game Select screen, hold **Left** on the D-pad and hold the **L** and **R** buttons; while holding those buttons, press **START** to get the stage-select menu. Use **L, R, X** and **Y** to change the stage number.

PAC-MAN 2: THE NEW ADVENTURES

Play the Original Pac-Man

Enter the password PCMNPDW.

Play Ms. Pac-Man

Enter the password MSPCMND.

Play the Mine Cart Levels

Enter the password FFTDB2W.

Sound Test

Enter BGMRQST.

Time Trial

Enter TRLMDPW.

Pattern Test

Enter PCMNPTT.

THE PEACE KEEPERS

Start Story Mode with All Six Characters

At the Jaleco logo, hold **L, R** and **A** and press **START**. Continue to hold the buttons down as you begin the game; you'll find Norton and Orbot at the "Select Player"

menu.

Two-Player Same-Character Code

At the title screen, highlight "1P Game." Hold **L, R** and **Down** on the D-pad on both controllers—the cursor should move down to "2P Game"—then press **START** on Controller 1. Now both players can choose the same fighter.

Secret Move

If Flynn's energy is below 10%, he can go into his fire-haired superhuman mode if you hold **R**, then immediately press **↓→+X** very quickly.

Weird Features

If you go up to the door at the end of the first stage without going in, then return to the beginning of the game, you'll meet a secret character.

If you go to the door at the end of the "Roy D. Tutto Hospital" stage without going in, then return to the manhole that you passed in the street, you'll find that the manhole is open; it's a shortcut to the "Stalag 17" stage.

If you play as Prokop up to the Ozymandias Island stage, then play as any other character on that stage, Prokop will be killed when you go down the flight of stairs.

If you don't fight the character at the beginning of the "Queen of Cups Bridge" stage, he'll kill one of the scientists; you need to visit all of the scientists in the game if you wish to see the alternate ending.

PILOTWINGS

Passwords

Level 2: 985206
Level 3: 394391
Level 4: 520771
Level 5 (Hei): 108048
Level 6: 400718
Level 7: 773224
Level 8: 165411
Level 9: 760357

More Bonus Flight

A secret bonus flight is available to the Hang Glider at the Skydiving platform. While in the bonus flight press the **A** button a number of times to go as far out to sea as possible. A turbo controller is especially effective for this trick to fly further than the score markers. To get the extra 50 points you must continue flying until you get all the back to the beach where you took off.

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Top-Secret Cheats

Plug in Controller 2 and start the game with Controller 1. Press **B** on Controller 2 while the Pink Panther is standing still on the screen (before the "swinging tail" animation starts.) Now you're in "Exploration Mode"—grab Controller 1 and move Pink around the screen with the D-pad. You can make him move faster by holding the **Y** button on Controller 1. Go through walls, floors and ceilings, or head straight for the end of the stage. Press **B** again on Controller 2 to get out of "Exploration Mode."

Invincibility

To make the Pink Panther invincible, hold the **L** button on Controller 2 during the game. (You can use a rubber band or binder clip to hold it there.)

Slow-Motion Mode

To play in slow-motion, hold the **R** button on Controller 2.

Stage Skip

To access a stage-skip option, simply hold **SELECT** and press **START** on Controller 1 during the game. You'll be sent to the beginning of the next level.

PITFALL: THE MAYAN ADVENTURE

Direct to 2600 Pitfall!

At the title screen press **SELECT, A, A, A, A, A, SELECT** and **START**.

POCKY & ROCKY

Stage Select

At the "Select Player" screen, hold down the **X** and **Y** buttons while pressing **A, A, A, B, B, B, B, A, B, A, B**. Next, press **START** for the stage select menu.

POWER INSTINCT

Play as Super Octane

At the Game Start screen, put the cursor on V.S. Mode. Hold down **Y, B, A** and press

START. This will take you to the Character Select screen. Put the cursor on Octane, and hold down the **L** and **R** buttons. While you're holding the **L** and **R** buttons, punch in the code **X, Y, B, A**. Select the second player to go to the Stage Select screen where you should just press **START**.

PREHISTORIK MAN

Stage Skip/Stage Select

At the Option menu, highlight "Exit," hold the **L** button and press **START** to return to the title screen. Next, highlight "Game Start," hold the **R** button and press **START**. With this code in place, you can skip to the end of the current stage at any time if you press and hold the **SELECT** button. To bring up a stage-select menu, just press the **START** button to pause, then hit **SELECT**.

PRIMAL RAGE

Secret Cheat Menu

At the main menu—while the words "START/OPTIONS/CREDITS" are on the screen—press **Left, Left, Right, Right, Left, Right, Left, Right**. A new menu item called "CHEATS" will appear on the screen. Choose this option and you'll be able to kill or be killed with one hit, be invincible, gain infinite credits ("Freeplay") or play in Silent Turbo Mode, which unfortunately has no sound but is noticeably faster than the standard game.

PRINCE OF PERSIA

Passwords

Level 1—BRNGBB9
Level 2—MRG5L2X
Level 3—B6+TWNN
Level 4—923NRDX
Level 5—LQHWTVR
Level 6—CGKDBZ2
Level 7—TH4Q+B
Level 8—VXPNBY2
Level 9—QLLIWHR
Level 10—HWB93WX
Level 11—7F39R1B
Level 12—H9T2D8N
Level 13—7TFX+9V
Level 14—H+KX3L7
Level 15—G29MRZJ
Level 16—84CPBC6
Level 17—QQLN2PV
Level 18—4Q7TMHJ
Level 19—QHUG1Q7
Level 20—H8J12+Y

RADICAL REX

Stage Select

Go to the Title Screen. On Controller 2 enter the code **Right, A, Down, Right, Y, X**.

THE REN & STIMPY SHOW: VEEDIOTS!

Heard the Whole Theme Song

At the beginning of the game, the theme song fades away when the demo begins. Press the **L** and **R** buttons to hear the whole thing.

RISE OF THE ROBOTS

Super Moves

Turn on the "Super Moves" feature at the options screen, then start a two-player game. Now you can trigger special tricks that last for about ten seconds each: Disable Special Moves: **Down, Down, Down, Down + any button**
Reverse Opponent's Controls: **Forward, Forward, Forward + any button**
Take No Damage: **Back, Back, Back, Back + any button**
Invisibility: **Up, Up, Up, Up + any button**
Boss Code
At the 1 Player/2 Player/Options menu, press **Up, Right, Down, Left, B**. Now you can fight against the Supervisor in a one-player game or play as the Supervisor on Controller 2 in a two-player game. Here are the supervisor's special moves:
Regenerate: **Down, Back, Up**
Mantis Kick: **Down, Toward, Up**
Invincibility
At the 1 Player/2 Player/Options menu, press **Down, B, Up, B, Down, Left, Right, B**. You'll be invincible in the one-player Trainer or Mission modes.

Watch All Cinema Scenes

At the 1 Player/2 Player/Options menu, press **Left, B, Right, B, Down, Left, Right, B**. You'll see all of the FMV scenes, one after another.

**ROAD RUNNER'S DEATH VALLEY RALLY**

75 Lives Code

At the title screen, hold **Left**, **SELECT**, **Y**, **R** and **START**. Continue to hold these buttons down until the name of the first stage ("Zippy Splat") appears—you will start the game with 75 lives in reserve.

ROBOCOP VS. THE TERMINATOR**Passwords**

Future: TPST

Robot Killer: BSHK

Spaceship: HKFL

Skynet Outer Perimeter: SKTR

Skynet Inner Perimeter: SKMD

Storage Facility: DRFT

Inner Sanctum: SKNN

Skynet Core CPU: MWFX

Self Destruction: RNTM

ROCK 'N' ROLL RACING**Passwords**

Chem VI, B Class: DRBR QQTQ R56M

Chem VI, A Class: ODBR QQRX SWJ!

Drakonik, B Class: 7CBB Q8TS SWJ!

Drakonik, A Class: ZCBB Q8RS SWJ!

Bogmire, B Class: ICBB Q8TD SWJ!

Bogmire, A Class: KFBR Q8RD 92J!

New Mojave, B Class: SFBR QBTN 92J!

New Mojave, A Class: JFBR Q8RN 92J!

NHO, B Class: MFBR Q8SX 92J!

NHO, A Class: CFYR Q8QX 5TJ!

INFERNO, B Class: LFYR Q8SS 5TJ!

INFERNO, A Class: BFYR Q8QS 5TJ!

Sound Test

Go to the options screen and turn Larry off. Using either **A**, **B**, **X**, or **Y**, turn him back on and continue to hold that button down. Now whenever you hit the **L** button, you'll hear something different from Larry.

Race as a Lost Viking

When selecting your driver, press and hold **L**, **R** and **SELECT**, then push **Right** until a Lost Viking appears. (He's got better stats.)

ROCKO'S MODERN LIFE: SPUNKY'S DANGEROUS DAY**Passwords**

Easy

Level 2: COMICS

Level 3: MELBA

Level 4: HIPPO

Hard

Level 2: BLAZER

Level 3: O-TOWN

Level 4: GRIPES

ROCKY RODENT**Change Options**

On the title screen, press **START**. As Rocky begins running across the screen press **Y**, **A**, **R**, **A**, **B**, then **A**. Use the D-pad to change the different elements of the game on the Extra Mode Screen. You can adjust the number of continues, the sound and your button configuration.

SAMURAI SHODOWN**Play as Amakusa**

At the Takara logo, press **A**, **Y**, **X**, **B**. Now select the "2 Player" game; at the character select screen, hold **L** and **R** and Amakusa will appear. Press **START** and keep holding the **L** and **R** buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

SATURDAY NIGHT SLAM MASTERS**Bring Weapons into the Ring**

Jump out of the ring, find your weapon, and carry it to the far left or right side of the ring. Jump up and while you're in midair, press the Attack button to throw the weapon into the ring. You'll be able to use it while in the ring.

SEAQUEST DSV**Practice Passwords**

These passwords will let you practice any mission and use 99 of the mini-subs. Note: The "*" represents the SeaQuest symbol.

Sector 0: PLVTONMM

Sector 0: R35CV3

Sector 1: SP33D3R

Sector 1: FIZTNKR

Sector 1: R34CTOR

Sector 1: S3CVR7

Sector 2: D4R*WIN

Sector 2: TOXIC4V

Sector 2: PRISONR

Sector 2: DRVGL4B

Sector 2: B4TL5H

Sector 2: SHI3LD*

SECRET OF MANA

Reset

To reset the game without getting up to press the **RESET** button on the Super NES, hold **L** and **R** and **SELECT**, then press **START**.

SHAO FU*Choose Any Character in Story Mode*

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Shaq, 2=Kaori, 3=Beast, 4=Sett, 5=Mephisto, 6=Voodoo, 7=Rajah. Then, while still at the Options screen, quickly press **Up**, **Down**, **B**, **Left**, **Right**, **B**. The screen will flash purple to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Secret Background

At the Options screen, quickly press **Up**, **Right**, **B**, **Down**, **Left**, **B**. This screen will flash yellow. Next, in the Duel mode, press **X**, **B** simultaneously at the character-select screen; the background should disappear. Now start the game to see the hidden background.

Blood Code

At the Options screen, quickly press **Y**, **X**, **B**, **A**, **L**, **R**. The screen will flash red; now there's blood in the game.

SHIEN'S REVENGE**30 Continues**

At the title screen, press **SELECT** seven times on Controller 2.

Special Game

To play special game which allows the second player to control the bosses, hold **L** and **R** on Controller 2 while you start a new game. The game will go as normal until you reach the first boss, enabling Player 2 to control the boss's moves.

Seven Special Weapons

Press **START** seven times on Controller 2 when the title screen appears.

Super Easy Mode

At the title screen, press the **L** button seven times on Controller 2.

Super Hard Mode

At the title screen, press the **R** button seven times on Controller 2.

SIMANT**Drop Kitty**

In the Full Game, select the Graph Icon and press **A**. Select the House option and press **A**. If the cat appears on the fence while you are on the House screen, point the cursor at it, then press **A** to watch the cat freak out and fall off the fence.

SIMEARTH**Scenario Select**

At the main menu, highlight "Scenario", hold **L** and **R**, then press **A** to go to a stage-select menu. Choose any of the eight scenarios and press **START** to begin.

SKULLJAGGER**Secret Fantasy Zones**

To get to the Secret Fantasy Zone at Chapter 2, Area 1, at the start of the game go towards the right and climb down the first ladder. Continue towards the right again and go down the green rope. Get yourself on the top of the red crate, press **Down**, then **R**.

To get to the Secret Fantasy Zone of Chapter 2, Area 2, walk to the right and go down the ladder at the start of the game. Go to the right and get yourself down the green rope. Go to the left of the purple crate and stand on top of it. Jump up three times, then press the **L** button.

To reach the Secret Fantasy Zone of Chapter 2, Area 3, go to the right of Area 3 and get on top of the third chimney. Press **Down** and then press **R**.

To get to the secret ending of Chapter 2, do not touch the large blue emerald at the end of Area 2. Instead, go to the left and go down the first ladder and then continue down the first green rope. Drop down the first hole located at the left. Stand in front of the first porthole and press the **Y** button.

SPIDER-MAN**Level Select**

After Spidey swings in and lands on the building on the title screen, press **Y**, **A**, **X**, **B**, **Right**, **Left**.

STAR FOX**Polygon-View Mode**

At the "Continue?" screen you can play with the polygons in the game with the following controller functions:

CONTROLLER ONE:**Left and Right**—Rotate object horizontally**Up and Down**—Rotate object vertically**L button**—Zoom in**R button**—Zoom out**X button**—Stop rotation

A button—Hold button down to "draw" with object; release button to clear screen
CONTROLLER TWO:

Up, Down, Left, Right, SELECT, START, Y or B—Change to a different object**Two Secret Stages**

To get to the Black Hole, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like the first one. A "laughing asteroid" will appear; shoot it to find the Black Hole, a bonus stage that's loaded with power-ups and warp rings.

To reach the "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two gigantic asteroids, first on the left, then on the right.

Shoot the asteroid on the right and it will explode. A giant bird will appear. If you can fly directly into the bird, you'll be transported to a weird nebula that will appear on the lower right side of the map.

At the end, you'll face a huge slot machine boss; shoot at the "arm" for a chance to win coin-power-ups or enemy fire. Pull three "7s" and the game ends...or does it?

STAR TREK: STARFLEET ACADEMY**Add New Ships in Training Simulator**

To add new player and opponent ships to Combat Training and Two-Player Training, hold down **L**, **R**, **SELECT** and enter the code **A**, **Y**, **B**, **Y** at the "Training Simulator Main Menu," "Ship Selection Menu," or the "Two Player Ship Selection Menu." Once you've entered the code, it will stay there until the SNES is reset.

Choose Playtester Names

At the "New Cadet Registration" screen, hold down **L**, **R**, **SELECT** and enter the code **X**, **Y**, **X**, **Y** to select the name of one of the game's playtesters.

Choose Star Trek Series Names

After you have entered the **X**, **Y**, **X**, **Y** code at the "New Cadet Registration" screen, hold down **L**, **R**, **SELECT** again and punch in **A**, **B**, **A**, **B**. Now you can play as James T. Kirk or any of the rest of them.

Special Ending

When playing the final Kobayashi Maru mission as James T. Kirk, you'll find a special ending. You can't enter a passcode to get there direct because the passcode does not register the special code names. You must play the entire game in one sitting or play the game with the default name "Darryl Hawkins," then type the codes **X**, **Y**, **X**, **Y** and **A**, **B**, **A** while in the "Password Entry" screen. Enter the passcode normally, then enter the code before pressing **SELECT**. Verify the name by selecting "Transcript" in the classroom. A bonus hint for this mission: Try hailing the Klingons instead of attacking.

Passcodes**Freshman Year**

Mission 101: XXXRXXYXRYL

Mission 102: XXXRAXALRY

Mission 103: XXXRLYYAXRYX

Mission 104: XXXRYYYAXRYL

Mission 105: XXXRBAAXLRYA

Sophomore Year

Mission 101: XXXRXXYXRYYB

Mission 102: XXXLXXABXYYA

Mission 103: XXXLXXABXYYA

Mission 104: XXXLXXYAXLXXYYA

Mission 105: XXXLXXYAXLXXYYA

Junior Year

Mission 301: XXXLBXYRYLXX

Mission 302: XXXLXXABXYYBA

Mission 303: XXXBXXALRYLXX

Mission 304: XXXBAYYYAYLXX

Mission 305: XXXBLYAXLXX

Senior Year

Mission 401: XXXBXYRYYBL

Mission 402: XXXBXXABYYYBA

Mission 403: XXXBRYYYAYLXX

Mission 404: XXXAAYYYAYLXX

Final Exam

Mission 000: XXXLAXRYYYB

STREET COMBAT**50 Extra Credits**

At the Option screen, highlight the "Credit" option and press **SELECT** 10 times.

STREET FIGHTER II**Character Vs. Same Character**

As the Capcom logo is starting to appear at the start of the game, quickly press **Down**, **R**, **Up**, **L**, **Y**. You'll hear a sound to confirm the code; now both players can choose the same fighter in a two-player game. With this code in place, you'll also be able to listen to selection #30 from the Music Test menu at the option screen; this previously-inaccessible tune is the song that plays at the end of the game.

Character Vs. Same Character/Same Color

Select a one-player game and don't choose any character. After a few seconds, the computer will choose Ryu. When the match begins, press **START** on Controller 2 and choose Ken, then let the timer run out for four rounds for a "draw game." When the "Continue" screen appears, press **START** on Controller 2 and choose Ken to play against a same-color Ken. If you start this trick on Controller 2, let the computer pick Ken, then interrupt with Controller 1, pick Ryu for the "draw game" and pick Ryu on Controller 1 when you continue; you'll fight a same-color Ryu.

Configuration Screen

If you're in the middle of a game and you want to change the controller button configuration, just hold the **SELECT** button while the world map is on the screen before your next match.

Remove Energy Bars

Select "Option Mode" from the main menu and simply press **START** to return to the title screen, repeating this process 27 times. You'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too.

STREET FIGHTER II TURBO**Disable Special Moves—Player One**

Press **Down**, **R**, **Up**, **L**, **Y**, **B** while the "Capcom" logo is on the screen. Now all of your character's special moves have been disabled in the one-player mode.

Extra Turbo Speed

Press **Down**, **R**, **Up**, **L**, **Y**, **B** on Controller 2 at the beginning of the game while the word "TURBO" is flying across the screen in huge letters. Now you have six additional hyperspeed settings in the game's "Turbo" mode.

Disable Special Moves—Two Players

Enter a "V.S. Battle" and choose your characters. When the "Handicap" screen appears, press **Down**, **R**, **Up**, **L**, **Y**, **B** on Controller 2. You'll get a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks.

STREET RACER**Modify Character Abilities**

Start a new game and choose any game mode. At the Driver Select screen, press **X**, **Y**, **Z**, **X**, **Y**, then hold the **X** button. Continue holding **X** and use the D-pad to change your driver's abilities.

STUNT RACE FX**Control the Pause Animation**

Press **START** to pause the game. When the pause animation appears, press the **R** button to put the animation in slow motion. Press **Y** to speed up the car in the animation or press **SELECT** to run it backwards.

Change Views

Start a game in any mode. Press **START** to



pause. Press **SELECT** and the car in the pause animation will go backward. Then press L, R, L, R, L, R, L, R. Unpause the game, and you'll have a new view.

Race Against the Computer in 2-Player Mode

Start a normal two-player game and select both vehicles. Don't mess with Controller 2. When the race begins, if nobody touches Controller 2 for three seconds, the computer will automatically race against you.

Warp

Select the "Free Trax" race. Choose the 2WD car and the "White Land" course. When you start the race, you'll see a sign that says "Stunt Race FX." When under the sign, press **Jump** to warp to the upper part of the "White Land" course.

SUNSET RIDERS

Extra Continues

Start a one-player game. When you run out of continues, before your last man dies, press **START** on controller 2. You can keep playing as Player Two with a full set of continues.

SUPER BATTLETANK: WAR IN THE GULF

Pause Cheat

Fire your machine gun at any target and press the **START** button to pause at the exact moment that the target is being hit. The target will continue to flash while the game is paused; within a few seconds it will be destroyed. Once you master the timing of this trick, it is possible to destroy an enemy tank with a single bullet.

SUPER BOMBERMAN

Tiny Bomberman Mode

Enter "5656" at the password screen, then press **A**. You'll be sent back to the title screen. Now start the game and you'll find that all of the Bomberman have been reduced to microscopic size.

Passwords

Stage 1

Part 1: 5555

Part 2: 7503

Part 3: 5543

Part 4: 0513

Part 5: 5522

Part 6: 7564

Part 7: 3535

Stage 2

Part 1: 0055

Part 2: 4005

Part 3: 0043

Part 4: 5012

Part 5: 7024

Part 6: 5064

Part 7: 0034

Stage 3

Part 1: 5453

Part 2: 7402

Part 3: 3444

Part 4: 0412

Part 5: 2423

Part 6: 0464

Part 7: 4434

Stage 4

Part 1: 6154

Part 2: 4103

Part 3: 7144

Part 4: 5114

Part 5: 1122

Part 6: 4164

Part 7: 0135

Stage 5

Part 1: 5252

Part 2: 7204

Part 3: 5244

Part 4: 6213

Part 5: 4224

Part 6: 1264

Part 7: 3232

Stage 6

Part 1: 0652

Part 2: 3605

Part 3: 7645

Part 4: 5615

Part 5: 7623

Part 6: 4665

Part 7: 1635

SUPER BOMBERMAN 2

Full-Power Stage Passwords

Stage 1: 1111

Stage 2: 5462

Stage 3: 6763

Stage 4: 8784

Stage 5: 6925

Change Character Colors

At the player-select screen in a multi-player game, you can press the **SELECT** button to change your character to one of several different colors.

Sudden Death Mode

Enter the password "5656" and start a multi-player game. When time starts to run out and the screen starts closing in, it won't stop—it will continue to shrink the playing area all the way to the center.

Activate Jump Feature

With a multi-player adapter connected to your SNES, plug a controller into the Player 5 slot and press **START**. Now all of the players can jump during a Battle Mode game.

SUPER BUSTER BROS.

Level Select

Press **START** at the title screen; then, when the "Select Game" screen appears, press L, R, L, Up, Down. A number will appear in the middle of the screen, indicating the level number. Choose your starting level and press **START**.

SUPER CONFLICT

Mission Select

At the scenario map (with the jeep), hold L and B, then X and Y. While holding, release the X, then hold it again. Release all buttons, then move the jeep up to the unit area. Press L and B to light the new area.

SUPER GHOULS 'N GHOSTS

Stage Select and Sound Test Screen

From the option screen, move the cursor to "Exit", hold L and **START** on Controller 2 and press **START** on Controller 1.

SUPER MARIO KART

Character Shrink

To handicap your character in the GP and Match Race modes, press Y and A at the character select screen; your character will shrink. A "shrunken" character will be flattened if he or she comes into contact with any other driver.

Replay Rotation

If you complete a race in the one-player time trials without touching any obstacles or barriers, choose the "Replay" option to watch your performance and you'll find that you can rotate your viewpoint by using the L and R buttons.

2nd Player 1P Mode

Hold the L and R buttons while pressing **START** on the second controller to play in the GP mode or Time Trials with your character on the bottom half of the screen.

Ghost Racer Save

When you have a ghost that you'd like to save, hold L, R and Y at the menu screen that reads "CHANGE COURSE, RETRY, etc." and press X. The name of the course on which the ghost has been saved will appear in yellow on the "Course Select" menu. To retrieve the ghost from memory and race against him or her, choose that course and hold L or R while pressing B when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes".

Hidden Courses for Time Trial/2P Match Race

At the "Course Select" menu, make sure the arrow is pointed at the words "MUSHROOM CUP" and press L, R, L, R, L, R, R. Then press A, and the words "SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in each of the first three cups in the 100cc GP mode.

Extra Credits

To earn extra credits, finish three races in the exact same position.

Shortcuts

In Ghost Valley 1, head straight for the wall when you see the platform across the gap. If you have a feather, press A to use it just before you hit the wall and you will make the jump.

In Vanilla Lake 2, cross the finish line, line up next to it and drive straight for the water. Just before going into the drink, press L or R to get a good jump. Drive as far out into the water as you can, then turn left before the Fishing Lakitu gets you. Earn an extra lap when you cross the Finish Line while the Lakitu has you.

SUPER MARIO WORLD

Freeze and Collect

Enter a course that you have already com-

pleted and go up to a Berry above Yoshi's mouth. Release the item by pressing **SELECT** and have Yoshi jump and eat the Berry and the item at the same time. The action will freeze except for the Coin and 1-Up totals. Every 100 coins will earn you another 1-Up. Collect the maximum of 99 1-Ups, then press **START** and **SELECT** to exit.

Extra Invincibility

To earn eight 1-Ups in Donut Secret 2, climb the vine that is near the beginning of the course and release a Starman at the top. Drop down to the floor and collect the Starman before it falls into a hole. With the invincibility of the Starman, run to the block at the end of the course. If you're still invincible when you hit the block, you'll release another Starman. Collect it for extra invincibility.

SUPER MARIO WORLD 2: YOSHI'S ISLAND

Bonus Stage Menu

At the map screen, hold the **SELECT** button and press X, X, Y, B, A. A top-secret menu of bonus games will appear, including a pair of two-player games.

SUPER NOVA

Boss Mode

When the Taito logo appears, quickly press Down, X, Up, B, L, R, Left, A on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

SUPER PUNCH-OUT!!

Sound Test

When the Nintendo logo appears at the start of the game, hold the L and R buttons on Controller 2. Now you can choose to listen to the game's sound effects and music with Controller 1.

SUPER PUTTY

Stage Skip

Press **START** to pause the game, then press R, A, L, L, Y. Now you can skip to the end of any stage at any time by pressing the **SELECT** button.

SUPER R-TYPE

Stage Select

First, select your playing level; then, when the title screen with the option selection on it appears, press and hold R (on top of the controller) and A at the same time. Now press Up nine times. Press **START** to begin play, then press it again to pause. Once you've paused the game, press R + A + **SELECT**. Change the stage level and level of difficulty with the number located at the lower left corner. Numbers 01-07 indicate the stages while 11-17 indicate the level of difficulty.

Power-Up Code

At the title screen, press Down, R, Right, Down, Right, Right, Down, Right, Down, Right, Down, Right, Down, Right, Down, Right, Right, Right. Select Power-Up by pressing A for Sky Attack Laser, B for Ground Attack Laser, X for Reflect Laser, Y for Spread Laser or R for Shot Gun Bomb. Next press either A for Homing Missile or X for Spread Bomb.

SUPER SLAP SHOT

Change Team Skills

Enter the password ".BR. C.D. BR." and press **START**. Next, choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, press Up or Down to highlight any skill of either team, then press Left or Right to change that skill rating.

Inverted Players

Enter the password ".SCH. R" and press **START**—the screen will say "BAD PASSWORD." Next, highlight "CANCEL" and press **START**. Start the game, and the players will be skating upside-down.

SUPER SMASH T.V.

Sound Test

On the one/two player select screen, press Left, Right, Left, Right, to call up the sound test screen. Press the **START** button to exit.

Up to Seven Lives and Seven Continues

On the one/two player select screen, press

Down, Left, Right, Up. You'll enter a screen where you can set the amount of lives and continues you have at the beginning of the game. You can have from three to seven lives, and from four to seven continues.

Secret Rooms

There are three secret rooms, one in each of the three arenas. The secret rooms aren't shown on the map, and the exit lights won't point to them.

Arena 1: Clear the room "Total Carnage" (in the lower right corner of the map). Run through the door on the right.

Arena 2: Clear the room "Buffalo Herd Nearby" (in the lower right corner). Run through the door on the right.

Arena 3: Clear the room "Secret Rooms Nearby" (in the lower right corner). Run through the door on the right.

Pleasure Dome
You have to collect 10 keys to enter the Pleasure Dome. When you clear the room "Have Enough Keys!" (near the end of the game), run through the door at the bottom of the screen.

SUPER STAR WARS

Sound Test + Screen Codes

During the game, press and hold Y, X, B, A simultaneously; while holding these, press **START** to enter the sound test screen. Press **START** again to go back to the game. Return to the sound test by executing the same trick. You'll notice that the words under SOUND TEST have changed. Repeat this trick several times until you've revealed the following two codes: X, B, A, Y for five continues and Y, X, A, B, X, A for the light saber. Enter these codes at the title screen as described under "Debug Menu" below.

Debug Menu

Move the cursor to "OPTION MENU" at the title screen and press A, A, X, B, B, B, B, B, B, A, Y, B, Y, X, X, X, A, Y, Y, Y, B—listen for the Java to confirm the code. Choose your starting character and begin the game; then, during the action, press L and R on controller two to call up the "Game Debug Menu." **Invincibility/Map Mode**
With the "Game Debug Menu" on the screen, hold A, B, X, Y, **SELECT** and **START** on Controller 1. Release all the buttons, and you'll start the game with your character's X and Y coordinates displayed on the screen at all times. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing Down and B simultaneously).

SUPER STAR WARS: THE EMPIRE STRIKES BACK

Change Intro

When the Menu Screen first appears, press Y four times. If you hear Darth Vader say, "Impressive" press **START**. Wait for the Star Wars logo to fade, then use the D-pad and L and R buttons to rotate or scroll the introduction. You can also move the Star Destroyer around the screen.

Sound Test

When you're on any of the side-scrolling stages, press and hold, in order, A, B, X, Y, and Y.

SUPER STAR WARS: RETURN OF THE JEDI

Extra Continues

At the title screen, quickly press A, B, A, Y, A and X to receive four extra continues.

Warp to Ending

Quickly press A, B, A, B, A, B, A, B at the title screen to go directly to the end credits.

"Easy" Level Passwords

Tattooine: RLQOMN
Jabba's Hall: ZILMRJ
Jabba's Palace: LZLKF
Rancor Pit: VTYMZK
Sail Barge: QZNFP
Inside Barge: VKCDFD
Speeder Bike: ZCTKFC
Ewok Village 1: QYXYHB
Ewok Village 2: LFWLTLQ
Endor: QDQKHK
Millennium Falcon: CPMRZY
Power Generator: CDWLTY
Inside Death Star: BPFZQ
Millennium Falcon: RMNVLC
Tower: RVKFKG
Tower Entrance (Vader): VQXQDQ



Emperor's Chamber: HLQMV
Millennium Falcon 1: VQJGWF
Millennium Falcon 2: ZZSTXZ
"Brave" Level Passwords
Tatooine: BGFSMH
Jabba's Hall: JVPLHP
Jabba's Palace: VDLBGG
Rancor Pit: MKYXVN
Sail Barge: LBRHFR
Inside Barge: GPTDZC
Speeder Bike: DDDQYZ
Evok Village 1: TLVHFT
Evok Village 2: NVBHH
Endor: GRMJYX
Millennium Falcon: ZKQHQQ
Power Generator: WCBMKS
Inside Death Star: KXVZD
Millennium Falcon: BWGPHZ
Tower: MKYD
Tower Entrance (Vader): KHWKCB
Emperor's Chamber: WDSMNN
Millennium Falcon 1: QWYXGN
Millennium Falcon 2: BGSWLD
"Jedi" Level Passwords
Tatooine: RRSBTS
Jabba's Hall: YQYHJN
Jabba's Palace: ZPNKZ
Rancor Pit: BZGJX
Sail Barge: MSDZRR
Inside Barge: XXVPG
Speeder Bike: CQQBKP
Evok Village 1: XNHPSF
Evok Village 2: KQMLXP
Endor: MFWHQM
Millennium Falcon: VCYNNP
Power Generator: BPSDVS
Inside Death Star: DSFVGD
Millennium Falcon: NJHPLH
Tower: BZCB
Tower Entrance (Vader): VPKSNJ
Emperor's Chamber: PPNNZY
Millennium Falcon 1: CQKMX
Millennium Falcon 2: TXQLTM

SUPER STRIKE EAGLE*Mission Passwords*

Libya Day: 066F7FH
Libya Night: 062H86D
Gulf War Day: CGGG4724
Gulf War Night: 90B68G8C
Korea Day: 057F4902
Korea Night: HF3H09H8
Bonus Secret Mission

Enter the password G6CH4228 to find an extremely difficult hidden mission in *Super Strike Eagle*. You'll begin with a score of over 2,000,000 points, which gives you access to all of the AAMs and AGMs in the game.

SUPER TENNIS

Don J Password
K8XD3H—FTLWJPC
2GNYBQ1—4065C6P
DJSTK8—D3HRFTL
WJPDLW—1RK

Don J is located on a secret island you can't see on the world map.

Exhibition Tournament Password

PC2GNYB—Q140065C
TLWJPC2—GNYBQ14
6PDJSTK—8XD3HRF
065QJNM—FTW

Super Player

Highlight the name of any character at the Player Select screen, then grab Controller 2 and press L, L, L, L, X, R, R, R, R, R, R, X. You'll hear the music change; now your player is powered-up.

T2: THE ARCADE GAME*Stage Skip*

At the title screen, press Left, Up, Right, Up, Left, Left, Left, Right, Down, Down before the High Score screen appears. Then, on the High Score screen, press Right, Up, Up, Left, Right, Right, Right, Left, Down, Down, Right, Up. Now you can skip to the end of any stage like so: Pause the game, hold the L button, unpause.

TAZ-MANIA*Ten Continues*

Press B, A, Y, A, X, A at the "OPTIONS" menu.
20 Continues
Press Y, X, B, X, A, X, L, R, B, A, Y, A, X, A at the "OPTIONS" menu.
Stage Select
Press A, Y, A, Y, X, Y, B, A, R, L at the "OPTIONS" menu.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Use *Ultimate Attack* in *Story Battle Mode*. At the title screen, enter the following code on Controller 2: Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X. Now you can do "Ultimate Attacks" against the computer in *Story Battle mode*.

10 Credits

Use Controller 2 at the title screen and tap in B, B, A, A, A, X, X, X, X, X, X, X. Now go to the *Option Menu* using Controller 1 and you'll see that a 10-credit selection can now be made.

Boss Code

Press X, Up, Y, Left, B, Down, A, Right, X, Up on Controller 2 at the title screen. Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Kara by pressing Right while Shredder is highlighted (or by pressing Left while Leo is highlighted.)

Hyper Speed Mode

Press Up, Up, Down, Down, Left, Right, Left, Right, B, A on Controller 2 at the title screen. Next, choose the "Options" screen and you'll find a new setting called "Hi-Speed 3" under the "Game Speed" option.

THUNDER SPIRITS**Extra Continues**

You can gain up to 99 continues if you press the B button rapidly at the title screen. You must press the button extremely fast; you'll hear a laserlike sound each time an additional credit is registered. Repeat as often as you like each time the demo returns to the title screen—the credits will continue to add up—but don't go over 99 credits or the counter will reset and you'll have to start the process over.

THE TICK**Stage Select**

At the *Option screen*, set your Lives to seven, your Continues to four and your Arthurs to two. Go to the *Test Sound option* and set it for *Teleport*, then press *START*. Begin a new game, pause game, then press *SELECT* to bring up the *Stage Select*.

TINY TOON ADVENTURES: BUSTER BUSTS LOOSE!**Passwords**

Level 2: Little Beeper, Montana Max, Elmyra
Level 3: Gogo, Shirley the Loon, Sweety
Level 4: Bookworm, Plucky, Babs
Level 5: Montana Max, Babs, Sweety
Unlimited Continues: Plucky Duck, Babs
Bunny, Bookworm
Play Any Bonus Game: Elmyra, Shirley the Loon, Calamity Coyote

TOM AND JERRY**99 Lives**

Press *START* during the game to pause, then press L, Y, B, A, X, Y, B, R. Continue to play the game; whenever you lose a life, you'll see that your total life reserve counter seems to be stuck at "9." This is because the counter only goes up to nine, but you really have 99 lives in reserve.

Stage Skip

Press *START* to pause the game, then press L, X, A, Y, B, R. You'll be warped instantly to the end of the current stage.

TOTAL CARNAGE**Hidden Voices**

Enter your name as YAWDIM at the High Score screen, then press Right to find a secret screen. Press any button to hear the secret voices.

TOY STORY**Invincibility + Stage Skip**

In the game's first level ("That Old Army Game"), walk to the right until you reach the rubber ball that's next to the chest of drawers with the bucket of army men on it. Jump on the ball and gently tap to the right to land on the bottom drawer. When you're standing on the bottom drawer, hold Down on the D-pad for about six seconds. You'll see Woody's health bar begin to spin in the upper left corner of the screen, indicating that you are now invincible for the rest of the game. With this code in place, you can also skip any stage as follows: Simply hit *START* during the

game, then press the *SELECT* button while the game is paused. You'll be warped instantly to the end of the current stage.

TRUE LIES**Cheat Codes**

Each of the following cheats works at the password screen; just enter the password, highlight END and press any button; the word "Authorized" should appear if you've entered the code correctly.

BGVL5**BGGRLY****BGPNNS****MNCHT****Stage Select****TUFF E NUFF****Boss Code**

Choose "START" from the title screen. At the scenario-select screen, press Left three times, Right three times, Left seven times. "Vs. CPU" should be the highlighted option. Press *START* and a new menu appears in the "Vs. CPU" mode, giving you full "boss" access.

To play as boss characters in the two-player mode, enter the code as described, then push the *RESET* button on your SNES. Return to the scenario-select screen and press Right three times, Left three times, Right seven times. "1P vs. 2P" should be the highlighted option. Press *START* to get "boss" menus for both characters.

VORTEX**Cheat Passwords****Infinite Ammo—WSVTQ****Invincibility—HVZSM****Infinite lives—JTTSJ****Level switch—CTGXF**

To use *Level Switch*, start a regular game. Instead of going to the first stage, press Up or Down on the D-pad to change your starting level.

WING COMMANDER**Cheat Code**

At the title screen, press B, A, B, Y, B, Y, L, A, R, A and *START*. Then, at the options menu, choose any missions from the 13 areas. This code enables you to become invincible as well as giving you a sound test.

WOLFENSTEIN 3-D**Level Select**

While holding the R button on top of the controller, turn on the SNES (or reset the console). Continue to hold R until B.J. appears on the screen with the mini-gun, then immediately press Up and *SELECT* simultaneously. The level select screen should then appear.

Extra Weapons, Ammo, and Keys

Press R, Up, B, A quickly at the Map Screen. Use this as many times as you want to resupply.

God Mode

Press B, Up, B, A quickly at the Map Screen to become invincible.

Full Level Map

Press A, A, Up, B quickly at the Map Screen. Hit *START* to exit the Map Screen, then press *START* again see the whole level, including secret rooms.

Level Skip

Press Up, B, R, B quickly at the Map Screen; you'll be sent to the end of the current stage.

WWF ROYAL RUMBLE**Change abilities**

At the Character Select screen, highlight any one of the wrestlers. Press the *SELECT* button, then enter the wrestler's code as shown below; you'll be able to change that wrestler's stats.

123 Kid: Press Up/Left, A and *START* simultaneously

Bam Bam Bigelow: Press A, Y and *START* simultaneously

Diesel: Press Down, A, Y and *START* simultaneously

Doink: Press Left, A, Y, and *START* simultaneously

Bret Hart: Press Down/Left and *START* simultaneously

Rowdy Roddy Piper: Press Up/Right and *START* simultaneously

Lex Luger: Press Down/Right and *START* simultaneously

Shawn Michaels: Press Down/Left, A and Y simultaneously

Razor Ramon: Press Left, A and Y simultaneously

neously

Undertaker: Press Right, Y and *START* simultaneously

Luna Vachon: Press Up/Right and A simultaneously

Yokozuna: Press Up, A and Y simultaneously

WWF ROYAL RUMBLE**Super Punch**

At the start of the game you'll see a legal screen—it's the one that says "Licensed by Nintendo" at the bottom. Hold the B button and press Y as the text starts to fade. You'll hear one of the wrestlers say, "Ugh!" Start the game and you'll find that your wrestler has been equipped with a *Super Punch* that reduces your opponent's health meter by half.

Character vs. Same Character

At the character-select screen, tap the L button (on top of the controller) to make the *WWF* logo in the background stop moving. Next, press and hold the R button, then press and hold the L button—the background should be frozen again. While you're holding those buttons down (and the background is not moving), press the *SELECT* button. The current wrestler will be registered as your choice, and a duplicate of that character will be added to the list of available wrestlers. Your opponent can choose to fight as the same wrestler, or you can pick the same character to be his own tag-team partner.

X-KALIBER 2097**Level Select**

At the title screen—the one with the Player/2 Player game select—press Right, Right, Left, Left, Up, Down, Left, Down, Down. Next, press the A button to get a Round Select menu.

Invincibility

Also at the *X-Kaliber 2097* title screen, try punching in the code Left, Left, Right, Right, Down, Up, Right, Up, Up, Up. Now enter the options menu; you'll see a new selection called "No Damage." Turn this option "on" to gain invincibility.

YOGI BEAR**Stage Select**

At the title screen, press Up, Right, Down, Left, Y, B, Up, Right, Down, Left, B, Y, Up, Right, Down.

YOSHI'S COOKIE**Stage Select**

On a one-player game, use the following settings: Music OFF, Speed HIGH, Round 10, Hold Up and press *SELECT*. "Round 11" should appear; press *SELECT* to advance stages.

Stronger Opponents

Enter the Vs. Mode and set the Mode to COM. Hold the L, R, X and then press *START*.

Bonus Rounds

At the title screen, select the Action Mode and press *START*. Set Round to 10, Speed to HI and Music Type to OFF. On Controller 2, Press L, R, *SELECT* and *START* simultaneously.

YOSHI'S SAFARI**Special Mode**

At the title screen, hold the X, Y, L and R buttons and press *START* to enter the game's "Special Mode," an all-new adventure that's different from the main game.

YS III: WANDERERS FROM YS**Invincibility**

Begin and save a game, then press *RESET* and wait for the American Samm logo to fully appear. Now press Up, Down, Up, Down, *SELECT*, *START* on Controller 2 before the logo disappears. Select Continue, and then press *SELECT* to bring up a sub-screen. Now, press *START* on Controller 2 and the word "Debug" will appear next to Status if you've done this correctly.

Sound Test

During play press *SELECT* to bring up a sub-screen, then hit *START* on Controller 2.

ZOMBIES ATE MY NEIGHBORS**Bonus Level Password**

Enter the password "BCDF" to find a hidden level with a 1-Up and a powerful *Martial Bubble Blaster*; you'll start the game at Level 1 when you complete it.



you to clear more jewels. The magic jewels will appear after you have cleared 100, 250, 450 and 700 jewels.

COMIX ZONE

Invincibility

Choose "Options" from the title screen, then enter the "Jukebox" mode. Enter the following code by placing the red checkmark cursor on each number in order and pressing C:

3, 12, 17, 2, 2, 10, 2, 7, 7, 11

Remember to press the C button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now press **START** to exit the jukebox and start the game; you'll see that your energy bar will never go down.

Stage Select

As above, choose the Jukebox and enter the following code by placing the red checkmark cursor on each number in order and pressing C:

14, 15, 18, 5, 13, 1, 3, 18, 15, 6

Remember to press the C button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from 1 to 6 and press C to warp to different stages as follows:

- 1—Episode 1, Part 1
- 2—Episode 1, Part 2
- 3—Episode 2, Part 1
- 4—Episode 2, Part 2
- 5—Episode 3, Part 1
- 6—Episode 3, Part 2

Press **START** to exit the jukebox and start the game; you'll start at the stage you chose.

Secret Fart

In most of the game's "panels," you can make Sketch pass gas by rapidly pressing **Down** on the D-pad. It seems easier to do this if there are no enemies on the screen.

COSMIC CARNAGE (32X)

Hidden Game

To change *Cosmic Carnage* into the Japanese version of the game, you'll need a six-button controller. Hold down the X, Z and B buttons when you turn the game system on; the new title screen will say "Cyber Brawl" and you'll have some different characters to choose from.

CRUE BALL

Stage Select/Sound Test

Choose "Music Demo" and select "Twisted Flipper." While those words are on the screen, press A, C, A, B, then start the game. Before you launch the ball, hold **Up** and press B to raise the "volume level" to the next stage (hold **Down** and press B to lower the "volume".) Now you can also enter a sound test by pressing A, B and C together.

CYBERBALL

Passwords for the San Francisco Hitmen

2nd week: UBBB B7VV LFVX
3rd week: UVBB BXBX LFOX
4th week: UXBB BFBV LFCS
5th week: UIBB BXIS OF8I
6th week: ULBB B5PS OF98
7th week: UKBB B5PS OFMI
8th week: UMBB B5PS OFAX
9th week: UOBB B5PS 9F81
10th week: UFBB B5PS OFNX
11th week: UCBB B5PS OFLI
12th week: U7BB B5PS OFSX
13th week: U4BB B5PS OFRI
14th week: URBB B5PS OFHX
15th week: UTBB B5PS OFFI
16th week: UBBB B5PS OFB1
17th week: UZBB B5PS OFDI: Playoff series
18th week: UBBB B5PS OFII: Playoff series
19th week: USBB B5PS OF3X: Playoff series
Ending: UJBB B5PS OF41
Password for the Chicago Killers
Ending: CGBB B8FB BB2V

CYBORG JUSTICE

Secret Option Screen

Press **START** to pause the game, then very quickly press C, B, C, C, A, C, B.

DAVID ROBINSON'S SUPREME COURT

Super-Short Games

At the "Options" menu, highlight "Minutes Per Quarter". You can choose shorter quarter lengths if you hold down the A, B and C buttons all the way down to 20 seconds.

DINOLAND

Mega-Bonuses

First, launch the ball and hold it on your paddle. "Bump" the machine 23 times (with the B button), then shoot for the slot machine without bumping the machine again. If you hit it, you will get a free ball and 100,000 bonus points added to the bonus counter. If you bump the machine 23 more times after that and hit the slot machine, you will be taken immediately to Sky World. If you shoot the slot machine another six times or so, without bumping the machine, you will get an extra million points. It's also a good idea to knock down the targets and get the other four multiballs if you can.

DOOM (32X)

God Mode

You'll need a six-button controller. Pause the game and press Up, Z, X and the MODE button all at the same time. When you get back into the game, the marine's eyes will turn yellow and you'll be invincible.

All Weapons & Ammo

Pause the game. Press Up, A, C and MODE.

DRAGON'S FURY

Cheat Password

Enter the password "DEVILCRASH" to start with eight balls instead of the usual three.

Change the Music

Enter the password "OMAKEBGM01" to play with different background music. Change the number at the end of this password to any number from "00" to "04" for one of five different tunes.

Start With 99 Balls and 13 Million Points

Enter the password "UFELEFO78TL".

DRAGON'S REVENGE

Passwords

Stage 1: LSRCIE8

Stage 2: CSABJM

Stage 3: DS136KR

Stage 4: ETT58DL

Stage 5: FT438XR

Stage 6: HV5395S

DUNE: THE BATTLE FOR ARRAKIS

Atreides Passwords

2) Diplomatic

3) SpiceDance

4) EternalSun

5) DeftHunter

6) FairMentat

7) ASHLIKENNY

8) SonicBlast

9) DuneRunner

Harkonnen Passwords

2) Demolition

3) SpiceSatyr

4) BurningSun

5) DarkHunter

6) EvilMentat

7) IYSJOEBWAN

8) Devastator

9) DeathRuler

Ordos Passwords

2) Domination

3) SpiceSaber

4) ArrakisSun

5) ColdHunter

6) WilyMentat

7) SlyMelanie

8) StealthWar

9) PowerCrush

DYNAMITE DUKE

Secret Cheat Menu

At the title screen, press **START** for the option mode to appear. Then press C ten times and the **START** button to enter the cheat screen.

EARTHWORM JIM

Weapon Power-Up (once per level)

Pause the game and press A, B, B, C, A, C, C.

Energy Refill (once per level)

Pause the game and press A, C, C, A, B, B, A, C.

Skip to Level 2

Pause on Level 1 and press Left, Right, A, B, C, Left, Right, A.

David Perry's Private Cheat Mode

With the game paused, press A+Left, B, B, A, A+Right, B, B, A. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game

without having it go dark or scroll around to look at the entire game map.

Plasma Recharge

Pause the game and press C+Down, A, B, C, A, B, A, C. Jim will say "Cheater! Plasma!" Unpause the game for nine plasma shots. Refill your plasma shots as much as you want.

Extra Continue

Pause the game and press A, B+Left, A, B, A, B, C, A. Jim will say "Cheater!" Unpause the game for an extra end-of-game continue. You can only do this once.

Extra Jim

Pause the game and press B+Up, B, A, C, A, A, B. Jim will say "Cheater! Wheee Doggy!" Unpause the game for an extra Jim. Repeat this code as much as you want.

EARTHWORM JIM 2

Super Cheat Code

During the game, press the **START** button to pause, then enter the following code while the game is paused: A, C, C, A, B, A, B, Left. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press A or B to toggle each menu item.

Secret Move

To trigger the Manta shield, just press Up+A+B. This move makes Jim invincible for a few seconds.

Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

Cheat Codes

To enter any of the following cheats, just press **START** to pause the game, then enter the code and unpause. Each code consists of eight steps. Note that the codes marked with an asterisk (*) can only be done once per level—these are the ones you give to your little brother when you don't want to totally ruin the game for him. Other code comments:

- The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press A to make Jim reappear.

- The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head".

- The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind.

- Bright "Pause" Screen—A, A, A, A, B, B, B

- Warp to End of Current Level—A, B, B, A, C, B, B, Right

- Warp to End of Game—C, A, C, B, A, A, Up

- Invincibility—A, A, A, Left, Right, Right, Left

- Map View Mode—A, C, C, B, A, B, Up

- Energy Refill—A, B, C, A, B, C, A, B

- Energy Refill—A, B, C, A, B, C, A, B

- Ammo Refill—C, B, B, A, C, B, B, A

- Ammo Refill—C, B, B, A, C, B, B, A

- Extra Life—A, B, C, C, A, C, A, A

- Extra Life—A, B, C, C, A, A, B

- Extra Continue—A, C, C, B, A, Left, Left

- Extra Continue—A, A, C, C, B, A, Left, Right

- 10 Extra Meal Worms—C, A, C, A, C, A, C, A

- 10 Extra Meal Worms—C, A, B, A, B, A, C, A

- 81 Meal Worms—A, B, C, C, B, A, B

- Mega Plasma Gun—C, C, C, A, A, A, B

- 3 Finger Gun—C, C, C, A, A, A, C

- Homing Missiles—C, C, C, A, A, B, A

- Barn Blaster—C, C, C, A, A, B, C

- Bubble Gun—C, C, C, A, A, B, B

- Bomb Teleport—C, A, B, C, A, B, Up, Down

- Warp to "Lorenzen's Soil"—A, A, C, C, B, B, A

- Warp to "Puppy Love 1"—C, C, C, C, C, C, A

- Warp to "The Villi People"—A, B, C, C, C, C, C, C, A

- Warp to "The Flyin' King"—C, B, C, Left, Right

- Warp to "The Flyin' King"—C, B, C, Left, Right, Left, A, B

Warp to "Puppy Love 2"—Left, Right, B, C, C, Left, Right, A

Warp to "Udderly Abducted"—Down, A, C, Left, Right, Down, A, C

Warp to "Inflated Head"—B, B, C, A, B, C, Left, Right

Warp to "ISO 9000"—A, B, C, Right, Right, Right, Right

Warp to "Puppy Love 3"—Right, Right, A, B, C, Left, Right, A

Warp to "Level Ate"—C, C, Down, Down, A, Right, Right, Left

Warp to "See Jim Run—Run Jim Run"—B, B, C, Left, Left, Left, Left, Right

ECCO THE DOLPHIN

Super Cheat Menu

Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press Right, B, C, B, C, Down, C, Up. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

Invincibility

Input a valid password, press **START**, and wait for the screen that shows the name of the current level with your password. Press and hold A and **START**, and hold those buttons down until Ecco appears on the screen. Press **START** to unpause, and you'll be invincible.

EL VIENTO

All the Magics

Press **START** to pause the game, then press Up, Left, Right, Down, C. Repeat this sequence five more times.

Slow-Motion

Press **START** to pause the game, then press Up, Left, Right, Down, A.

Stage Skip

Press **START** to pause the game, then press Up, Left, Right, Down, B to skip stages, advancing to the next one.

"Color Bar" Test Pattern

Press A, B, C and **START** when the Wolfteam logo appears on the screen.

EVANS NATIONAL HOCKEY NIGHT

Extra Teams

Press Left, Right, C, A, B, B at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.

Brutal Menu

The code C, Right, B, Right, C, Right lets you have two more options when you "Turn Up the Heat."

Pong

The code B, C, C, C, Up, Down lets you play Pong using hockey players as paddles.

Octopong

A, C, B, Up, Right, Up adds some variation to the simple Pong code, by turning the Octopus into a puck.

EVANDER HOLYFIELD'S REAL DEAL BOXING

Green Boxer Password

At the title screen, choose Career mode and start a new career. Enter "The Beast" as your fighter's name and press **START**.

Easy TKO

Stay close to your opponent and alternate between left and right hooks. The match will stop and you'll win on a TKO.

Win Without Fighting

Play as "The Beast." Wait until the Beast has raised his hand and the crowd has cheered. When the camera scrolls and isn't pointing to either boxer, press **START**, then choose to quit. At the training screen, you'll see that you have won the fight.

EX-MUTANTS

Cheat Menu

Go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit," then press and hold A, B and C while pressing **START**.

F-15 STRIKE EAGLE II

Hidden Re-Supply Option

Choose "See Credits" from the "Options" menu. At the credit screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up. Start the game to find a new option called "Re-Supply." Use it to boost your weapons, fuel and decoys back to the maximum.



and C, then release all three buttons at once. When the character menus come up, press Left repeatedly; you'll start to see stats for a lot of strange characters with incredible weapons and armor. If you make these weird characters trade their treasures to the members of your party, you'll be able to get tons of important items quickly and easily. You can earn quick experience points by accepting the knight's quest—since you'll probably have immediate access to the weapon he asks for—and you can sell the unused weapons for plenty of gold.

MIKE DITKA POWER FOOTBALL

Punt Trick

On offense, choose "punt" at the play selection screen; then, as your players are lining up on the field, press START and go to the "Substitutions" menu. Replace your punter with a fast player—one with a speed rating of 80 or more—and return to the game. When the ball is snapped, head for the left or right sideline and take off running. When you get 15 or 20 yards past the line of scrimmage, all of the players on the opposing team will freeze like ghostly statues—you can run all over the field and walk right through them. In a two-player game, the player who is being controlled by your opponent will be the only one who can move.

Passwords

Conference Title: Washington vs. Atlanta—tjf1L4
World Championship: Washington vs. New York—tjf1M0
Conference Title: Miami vs. Cleveland—xjp1Dm
World Championship: Miami vs. San Francisco—xjp1Ei

MLBPA SPORTSTALK BASEBALL

Easy Out

If the computer team has men on second and third or bases loaded, press the B button and throw the ball to third base, then quickly throw to first. You'll see the runners take off—but the man on second takes so long to get back to the base that you can always pick him off.

MORTAL KOMBAT

Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down
Johnny Cage—Forward, Forward, Forward, A

Kano—Back, Back, A
Rayden—Forward, Back, Back, Back, A
Sub-Zero—Forward, Down, Forward, A
Sonia—Forward, Forward, Back, Back, START (Block)
Scorpion—Up, Up (easier if you hold Block)

Secret Boss
To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". Now look at the moon in the background; if there is a shadow of any kind flying in front of the moon, follow these steps: You must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile. If there is no shadow flying in front of the moon, you cannot reach Reptile. The "Super Cheat Code" below can help you; turn on Flag 2 at the cheat menu to guarantee a shadow in front of the moon on the Pit stage.

Arcade Mode
Wait for the screen which says, "The word 'code' has many different definitions, etc. Press A, B, C, A, B, B. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing Down, Up, Left, Left, A, Right, Down. A third menu item called "Cheat

Enabled" will appear. Highlight this new option and press START; you'll get a hidden configuration menu with new options as follows:

- Fighter 1/Fighter 2—Control what characters will be seen in the "Demo" mode (see below).
- Plan Base—Fight your opponents in a predetermined order in the 1-player mode.
- Chop-Chop—Allows you to choose which materials you'll be shattering in the block-breaking Bonus round; this only works when you enter the Bonus stage from this cheat menu by choosing "Chop-Chop" under the "Demo" option.
- 1 Play Chop/2 Play Chop—These numbers determine the frequency with which the Bonus stage appears during the game. Choose "1" to make the bonus stage appear after every battle or "6" to stall it for six battles. "0" disables the Bonus stage entirely.
- Demo—This option will show you different sequences from the game; just pick a scene and press the A button to view it.
- FLAG0/FLAG1—Player 1 and/or Player 2 starts each round in "Danger" mode; one hit and you're dead.
- FLAG2—Guarantees a shadow in front of the moon on the Pit stage.
- FLAG3—Changes the moon shadow into the head of Fergus McGovern of Probe Software.
- FLAG4—Gives you Reptile hints before every battle.
- FLAG5—Gives you infinite credits.
- FLAG6—The computer does fatalities on you in one-player mode.
- FLAG7—Locks in the background at the Palace Gates stage all the way up to the endurance match.
- Blood On—Turns on the blood effects and arcade fatalities.
- Cheat On—Turn this "Off" to deactivate all of the flags simultaneously; otherwise, leave it in the default "On" position.
- 1st Map—Use this to select the starting scenario or background. If you choose to start at the Pit, you will always get a shadow in front of the moon, which makes it easier to find Reptile.

MORTAL KOMBAT II

Test Modes

At the options menu, put the cursor on "DONE!" and press Left, Down, Left, Right, Down, Right, Left, Left, Right, Right. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more.

Fertility!?

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press Away, Away, Away, Block.

That weird character is Fergus McGovern of Probe Software, developer of the Genesis version of MKII.

MORTAL KOMBAT II (32X)

Test Modes

At the options menu, put the cursor on "DONE!" and press Left, Down, Right, Right, Down, Left, Left, Left, Left, Right, Right, Right. A new menu option called "Test Modes" will appear, giving you options similar to the Genesis cheat menus described above.

MORTAL KOMBAT 3

Play as Smoke

When the MK3 logo appears at the beginning of the game and you hear a gong, press A, B, C, A, B, Down, A, B, A, Down, Up, Up. You'll hear Shao Kahn say "Smoke" and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two-player modes.

Endurance Mode

At the main menu, highlight the words "Start Game", hold the A and C buttons and press START. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Press START to register for the battle, then use Left and Right on the D-pad to choose a fighter for each

box in the line-up. Press B to choose a fighter at random for the current box, or hold Up and press START for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate.

Secret Cheat Menus

At the main menu, press A, C, Up, B, Up, B, A, Down. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the START button.

Also at the main menu, press B, A, Down, Left, A, Down, C, Right, Up, Down. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the START button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is C, Right, A, Left, A, Up, C, Right, A, Left, A, Up, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babylights, etc. with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example: the sequence for Jax's normal Friendship move ends with the LOW KICK button. If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the LOW KICK button once when the screen says "Finish Him!".) The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Motaro as controllable characters—but only in two-player mode. "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.

MUTANT LEAGUE FOOTBALL

Passwords

Darkstar Dragons: FMK3XYS1Q

Deathskin Razors: 1CK11111H

Icebay Bashers: 2CK11111D

Killer Konvicts: HGK11111J

Midway Monsters: 3CK11111F

Misfit Demons: JH11111G

Psycho Slashers: GMK11111D

Rad Rockers: 5CK11111M

Road Warriors: BDK11111J

Screaming Evils: KLK11111L

Sixty Whiners: CBK11111J

Slaycity Slayers: LUK11111M

Terminator Trolz: MLK11111J

Turbo Techies: NMK11111Q

Vile Vulgars: 4CK11111L

War Slammers: DCK1111129

Kill the Referee

Press A, C, C as the team lines up.

MUTANT LEAGUE HOCKEY

Password

Play as the Lizard Kings against the Mutant Monsters in the Monster Cup Championship by entering 3BFL2XLBKRRSL.

Playoffs—Lars vs. Slayers:

PBXTTYPKSKQ7B

Monster Cup Championship—Trolz vs. Bots:

GVSLBN3J884XG

Monster Cup Championship—Things vs. Slammers:

BCV6CMW7DNX8F

NBA JAM TOURNAMENT EDITION

Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press B.

Benny (team mascot): Highlight "B", hold START and press B; highlight "N", press A; highlight "Y", hold START and press C.

Hugo (team mascot): Highlight "H", press A; highlight "G", hold START and press C; highlight "O", hold START and press A.

Crunch (team mascot): Highlight "C", hold START and press A; highlight "R", hold START and press B; highlight "N", press A.

Bill Clinton: Highlight "C", hold START and press A; highlight "I", press A; highlight "C", hold START and press B.

Hilary Clinton: Highlight "H", press A; highlight "C", hold START and press B; highlight "B" (the space character), press A.

Prince Charles: Highlight "R", hold START and press B; highlight "O", hold START and press A; highlight "Y", press A.

Heavy D: Highlight "H", hold START and press A; highlight "V", press A; highlight "Y", hold START and press B.

Jazzy Jeff: Highlight "J", hold START and press A; highlight "A", hold START and press A; highlight "Z", hold START and press A.

Fresh Prince: Highlight "W", hold START and press C; highlight "I", hold START and press B; highlight "L", press A.

Larry Bird: Highlight "B", hold START and press A; highlight "R", hold START and press C; highlight "D", hold START and press A.

Frank Thomas: Highlight "S", hold START and press B; highlight "O", press A; highlight "X", hold START and press A.

Randall Cunningham: Highlight "P", press A; highlight "H", hold START and press A; highlight "I", hold START and press C.

Mike D: Highlight "M", hold START and press C; highlight "K", press A; highlight "O", hold START and press C.

AdRock: Highlight "A", press A; highlight "D", hold START and press C; highlight "B", hold START and press B.

MCA: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "A", press A.

Mark Turnell: Highlight "M", hold START and press A; highlight "J", press A; highlight "R", hold START and press A.

Jamie Rivett: Highlight "R", press A; highlight "I", hold START and press A; highlight "R", hold START and press C.

Sal DiVita: Highlight "S", hold START and press A.

NBA JAM

Special Guest Players

To access hidden characters, enter your initials as follows.

Mark Turnell: Enter MJ, highlight T, hold START and press A.

Sal DiVita: Enter SA, highlight L, hold START and press C.



press A; highlight "A", hold START and press C; highlight "L", press A.

Shawn Liptak: Highlight "S", press A; highlight "L", hold START and press B; highlight "■" (the space character), hold START and press B.

Tony Goskie: Highlight "T", hold START and press B; highlight "W", press A; highlight "G", hold START and press A.

John Carlton: Highlight "J", hold START and press C; highlight "M", hold START and press C; highlight "C", hold START and press B.

Jay Moon: Highlight "J", press A; highlight "A", hold START and press A; highlight "Y", hold START and press B.

Kirby: Highlight "C", hold START and press B; highlight "K", press A; highlight "■" (the space character), hold START and press C.

Snake: Highlight "G", hold START and press A; highlight "O", hold START and press C; highlight "F", hold START and press B.

Falcus: Highlight "J", hold START and press A; highlight "F", press A; highlight "■" (the space character), hold START and press C.

Muskett: Highlight "M", hold START and press B; highlight "C", hold START and press C; highlight "M", hold START and press C.

Hill: Highlight "N", hold START and press A; highlight "D", hold START and press B; highlight "H", hold START and press A.

Chow Chow: Highlight "A", press A; highlight "M", hold START and press A; highlight "X", hold START and press C.

Weasel: Highlight "R", hold START and press B; highlight "A", hold START and press A; highlight "Y", hold START and press C.

Brutah: Highlight "L", hold START and press A; highlight "G", hold START and press B; highlight "N", press A.

Kabuki: Highlight "D", press A; highlight "A", hold START and press B; highlight "N", hold START and press A.

Facime: Highlight "X", hold START and press B; highlight "Y", hold START and press B; highlight "Z", hold START and press A.

Blaze: Highlight "B", hold START and press C; highlight "L", press A; highlight "Z", hold START and press C.

Kid Silk: Highlight "K", press A; highlight "G", hold START and press B; highlight "K", hold START and press C.

Scooter Pie: Highlight "H", hold START and press A; highlight "T", press A; highlight "P", hold START and press C.

Moosekat: Highlight "M", hold START and press B; highlight "P", hold START and press C; highlight "F", press A.

Air Dog: Highlight "A", hold START and press C; highlight "I", press A; highlight "R", hold START and press B.

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: Up, Up, Down, Down, B

Quick Hands: Left, Left, Left, Left, A, Right Max. Power: Right, Right, Left, Right, B, Right

Powerup Goaltending: Right, Up, Down, Right, Down, Up

Powerup Fire: Down, Right, Right, B, A, Left

Powerup Turbo: B, B, B, A, Down, Down, Up, Left

Powerup Offense: A, B, Up, A, B, Up, Down

Powerup 3-Pointers: Up, Down, Left, Right, Left, Down, Up

Powerup Dunks: Left, Right, A, B, B, A

Powerup Push: Down, Right, A, B, A, Right, Down

Push One Opponent and Both Fall: Up, Up, Up, Left, Left, Left, Left, A, A

Push One Opponent and Only Teammate Falls: Up, Up, Up, Up, Left, Left, Left, Left, A, B

Teleport Pass: Up, Right, Right, Left, A, Down, Left, Left, Right, B

High Shots: Up, Down, Up, Down, Right, Up, A, A, A, A, Down

Speed Up: Up, Up, Up, Up, Left, Left, Left, Left, B, A

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

NBA LIVE '95

NBA Golf?

Start an exhibition game and choose teams. Go to the player selection screen and push Up on the D-pad. The words "Player 1" will change to "Start New." Press START to get to the password screen. On the password screen type in "REFLOG." (That's GOLFER spelled backwards.) You'll get a playable demo of a golf game.

NFL SPORTSTALK '93

San Francisco 49ers Passwords

Week 2: 4W1DCBBBDD
Week 3: 4W1FFBBBDD
Week 4: 4W1GKBBBDD
Week 5: 4W1HTBBBDD
Week 6: 4W1J2BBBDD
Week 7: 4W1K7CBBDD
Week 8: 4W1L7FBDD
Week 9: 4W1M2KBBD
Week 10: 4W1N7TBBD
Week 11: 4W1P7BBBD
Week 12: 4W1Q7CBBD
Week 13: RW1R7FBBD
Week 14: 4W1S7KBBD
Week 15: 4W1T7TBBD
Week 16: 4W1V7BBBD
First Round Playoffs: 4W1V7BBBD
NFC Championship: 4W1X7FFF
Super Bowl: 4W1Y7KDD

NHL '95

30-Second Periods

When the Controller Configuration screen comes up, hold A, C and START, then release. The Scouting Report screen will appear next, so press and hold A, C and START again. On the next screen, choose Abort Game. This will bring you back to the main menu, where you'll see that the Period Length has been set to 30 seconds.

NHL HOCKEY

Skate Through the Crowd

Start a two-player "teammates" game with penalties turned on. If your player is called by the referee as a fight instigator after a fight, steer away from the penalty box and start bumping into the boards; you should be able to skate up and into the audience.

OUTLANDER

Level Passwords

Level 1: FYBY1QZFQ240Q
Level 2: 89D020JCY8CZ8
Level 3: P69HOSK7YCKX
Level 4: TZZY2159Q9YK80

OUTRUN

Cheat Menu

At the first title screen, press START, then press the A button 11 times, press B three times and press C eight times. Now visit the Options menu; you'll see the words "Hyper Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bottom. The Mode number works as follows:

Mode 1: You can drive through your opponents' cars without collisions.

Mode 2: You can drive even after the timer runs out.

Mode 3: Combines the effects of Modes 1 and 2.

Mode 4: The programmers' debugging codes appear on the screen.

Mode 5: Combines the effects of Modes 1 and 4.

Mode 6: Combines the effects of Modes 2 and 4.

Mode 7: Combines the effects of Modes 1, 2 and 4.

Mode 8: ????

Mode 9: Combines the effects of Modes 1 and 8.

Mode 10: Combines the effects of Modes 2 and 8.

Mode 11: Combines the effects of Modes 1, 2 and 8.

Mode 12: Combines the effects of Modes 4 and 8.

Mode 13: Combines the effects of Modes 1, 4 and 8.

Mode 14: Combines the effects of Modes 2, 4 and 8.

Mode 15: Combines the effects of Modes 1, 2, 4 and 8.

OUTRUN 2019

Music Select

Hold the C button and press START at the "Stage Select" screen. This brings up a music menu with six techno tunes to choose from.

PAC-MAN 2: THE NEW ADVENTURES

Original Pac-Man and Pac Jr.

Enter the code PCMNORG at the password screen to play the original Pac-Man.

Enter the code PCJRDPW at the password screen to play Pac Jr.

Sound Test

Enter SO*NDTP.

Pattern Test

Enter P**TT*RN.

Time Trial

Enter TR**LMP for the Time Trial.

(Note: * represents the Pac-Man symbol.)

PETE SAMPRAS TENNIS

New Options

Choose World Tour and choose a player but do not enter your name. Now go to the password screen and enter the word "ZEPPELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy" and "Huge Tour."

PGA TOUR GOLF II

Never Drop a Shot

When you've got a birdie or better, save the game up to that point. If you drop a shot at the next hole, you can restart from the last hole and still have the shot.

PHELIOS

Nine Continues

Get to the Chapter 1 screen, then press C, A, B, A, C, A, B, A.

THE PIRATES OF DARK WATER

Stage Passwords

Enter the password "DSILLER" to start the game with the full sword. To skip stages, try these other passcodes:

ITBDIA—Port of Citadel

NCOOKIE—Citadel to Port

RITAZIM—Port to Citadel

JESSICA—Citadel to Mountains

ALEXISK—Port to Mountains

SCOODYD—Mountains to Janda

STOYODA—Andorus to Bridge

TADSHIM—Bridge to Andorus (full sword)

ALARTHUS—Andorus to Maelstrom

DARRINS—Bridge to Maelstrom (full sword)

MALCOLM—Maelstrom to Caverns (full sword)

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Top-Secret Cheats

Hold A and C on Controller 1 and B on Controller 2, then turn the Genesis on. Start the game, then press START to pause. Press A on Controller 1 to refill your health meter, B on Controller 1 to become invincible or C on Controller 1 to bring up a stage-select menu.

PITFALL: THE MAYAN ADVENTURE

Stage Select

At the title screen press B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up (That's BRAD RUBA LAURA U). The stage select will appear above the words "Start," "Info," and "Options." Press Up or Down on the D-Pad to switch levels. Start the game.

Nine Lives

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

99 Weapons Power-Up

At the title screen, press Right, A, Down, B, Right, A, B, Up, Down.

Go to the ABC Simon Game

At the title screen, press B, A, Down, C, Right, A, B (BAD CRAB).

Direct to 2600 Pitfall!

At the title screen, press Down, then press A 26 times and press Down again.

PITFALL: THE MAYAN ADVENTURE (32X)

Each of the following cheats must be entered at the title screen, after the flying boomerang appears.

Warp to 2600 Pitfall!—Down, A 26 times, Down.

Warp to Simon Game—B, A, Down, C, Right, A, B.

Stage Select—C, A, C, A, Down, Up, Down,

Left, Down, Up, Up.

Infinite Continues—C, C, C, C, Left, A, Down, Up, Down.

Full Weapons—A, B, Up, C, A, C, A.

Nine Lives—Right, A, Down, B, Right, A, B, Up, Down.

Super Speed—B, A, Right, C, Right, Up, Down.

See Credits—C, Right, Down, C, Right, Down, C, Right, Down.

POWER MONGER

Conquest Password

Select the "Restore Conquest" option and enter the password 2MNOA2WSD. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

RADICAL REX

Stage Select

At the Title Screen, enter A, C, Down, Right, Up, B on Controller 2.

RBI '94

Tengen Team

Enter THECHALLENGE at the password menu to play against the people who designed the game. If you beat the Tengen team, you'll play against the Dream Team.

RED ZONE

Mission Passwords

Mission 1: ACCCBCABAB

Mission 2: ABACBCBABA

Mission 3: ACCBCABBCA

Mission 4: ABACBCBCAC

Mission 5: BAAABBBCCB

Mission 6: ABBABAACBA

Mission 7: BAAABBCAAAA

Mission 8: ABBABCACAC

Mission Passwords + Invincibility

Mission 1: BAABAACBCBA

Mission 2: ABBBABACBCB

Mission 3: BAABAACBCBA

Mission 4: ABBBABACBAC

Mission 5: BAACAAACACCA

Mission 6: ABBCAACACCC

Mission 7: BAACAAABAABA

Mission 8: ABBCAACACBC

Secret Asteroids Game

Enter the password ABCACACBCAC. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

RINGS OF POWER

Nude Code

Hold A, B, C, START, and point the D-pad into the Down/Right position all on Controller 2 while the Genesis is still off, then turn on the machine to see a different title sequence.

RISTAR

Cheat Passwords

Enter the following passwords for different effects:

MUSEUM—Boss Rush Mode

DOFEEL—Practice Bonus Rounds

ILOVEU—Stage Select

SUPER—"Super" difficulty level appears at the option screen

MAGURO—Adds a freaky new option to the sound test menu

XXXXXX—Cancel all passwords

ROAD RASH II

First Place Passwords

Level One

00D8 110N: ALASKA / \$2,000

00D9 101B: HAWAII / \$3,000

035P 1130: TENNESSEE / \$4,000

02J0 117G: ARIZONA / \$5,000

02U9 10F5: VERMONT / \$6,000

Level Two

05BH Q105: ALASKA / \$3,250

038B 1M1V: HAWAII / \$5,250

041Q AN33: TENNESSEE / \$7,250

05RB 2N73: ARIZONA / \$9,250

06IR QMFC: VERMONT / \$11,250

Level Three

08DA 3N0P: ALASKA / \$4,500

0AUB 3M1D: HAWAII / \$8,500

06A4 3C30: TENNESSEE / \$12,500

08T4 RD7M: ARIZONA / \$16,500

0DE5 RCF8: VERMONT / \$20,500

Level Four

0604 KCOK: ALASKA / \$11,500

09ET C918: HAWAII / \$17,500

0DQD 4932: TENNESSEE / \$23,500

0J4T 4976: ARIZONA / \$29,500

0NGD 49F6: VERMONT / \$35,500



Level Five
0QQT 590V: ALASKA / \$18,500
0FGL 5J13: HAWAII / \$28,500
0M44 5J3L: TENNESSEE / \$38,500
01UK 5170: ARIZONA / \$48,500
25US 5JFD: VERMONT / \$58,500
Secret Bike

At the title screen, hold **Up+A+C** and press **START**. Now you can choose the secret bike, the Wild Thing 2000.

Start with any Bike

Choose a two-player head-to-head game and a bike from the shop. Go back to Game Select and choose the two-player "Take Turns" mode. Then pick a player game and hit **START**. Now you can choose any bike from the shop.

ROBOCOP VS. THE TERMINATOR

MA-17 Code

Press **C, B, A, B, B, A, B, B, C, B, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C, A** while paused. Now the game includes lady killers, skeletons afire and a new "Game Over" message.

54 Lives

Press **C, C, A, A, B, B, C, C, A, A, B** while the game is paused. You'll find a secret level and earn 54 lives.

Weapons Select

Press **B, A, C, C, C, A, B, B, A, C, C, C, A** while paused. Next, start the game again and hold **Down+A+B+C** to choose different weapons.

TurboCop Mode

Press **A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B** while paused. Now you can do mega-jumps and rip through the levels as "TurboCop."

Immortality Level

Once you've entered the "TurboCop" code, start the "Trainer" level and move RoboCop all the way to the left. Hold **Up** and press **C** to jump. You'll get a message from the game's designer's that you have found the "Immortality Level."

Drop Through the Floor

Pause the game and press **A, B, C, C, B, A**. Hold **Down** on the D-pad and press **C** to drop down to the next level.

SHAQ FU

Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Mephisto, 2=Sett, 3=Nezu, 4=Kaori, 5=Beast, 6=Auroch, 7=Voodoo, 8=Colonel, 9=Diesel, 10=Leotus, 11=Rajah, 12=Shaq. Then, while still at the Options screen, quickly press **Up, Down, B, Left, Right, B**. The screen will flash to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Blood Code

At the Options screen, quickly press **A, B, C, C, B, A**. The screen will flash; now there's blood in the game.

SHINING FORCE II

Configuration Mode

As the Sega logo starts to appear, quickly press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B**. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I knew it!" hold the **START** button and press **A, B** or **C**. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold **START** and press **A, B** or **C** to get four new configuration options:

- Special Turbo: Answer "Yes" to speed up the game's menus and picture windows.
- Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.
- Auto Battle: The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.
- Game Completed: This option will modify your adventure as if you've already beaten the game once.

SHINOBI III:

RETURN OF THE NINJA MASTER

Infinite Shuriken

Visit the "Options" menu and change the

"S.E." (sound effect) setting to "Shuriken" [sic]. Next, move up to the "Shurikins" [sic] setting and change it to read "00". Wait a few seconds, and the double-zero will turn into an infinity symbol.

Invincibility Code

Choose "Options" from the title screen and highlight the "Music" option. Choose the tune called "HE RUNS" and press **B** to listen to it, then play "JAPONESQUE," "SHINOBI WALK," "SAKURA" and "GETUFU" the same way. If you pressed **B** at each song and played them in the correct order, you should have heard a brief tone when you hit **B** at the last tune; the invincibility code is in place.

SKITCHIN'

Hidden Warp

To get the "Warp Bonus" on the "Race Stats" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

SONIC THE HEDGEHOG

Stage Select

At the title screen, press **Up, Down, Left, Right**. You'll hear a chime. Now hold the **A** button and press **START** to get the stage-select menu.

SONIC THE HEDGEHOG 2

Stage Select

At the "Sound Test" menu, listen to sounds 19, 65, 9 and 17. Next, hold **A** and press **START** at the title screen.

Chaos Emeralds Cheat

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 1, 2 and 6 to give you all of the Chaos Emeralds. Now you can grab 50 rings and jump to change into Super Sonic.

SONIC THE HEDGEHOG 3

Sound Test, Debug, Slo-Mo, Shaded Sonic
To access Sonic's stage select, punch in the code **Up, Up, Down, Down, Up, Up, Up** when the blurry Sonic cartoon comes up right before the title screen. A chime will sound, but you really have to listen for it because the music at this part of the game is super loud. To be sure that you've done it right, scroll down the menu at the title screen and you will find a new menu item called "Sound Test." Enter "Sound Test" and you'll find a list of Sonic's levels. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option.

To reach the debug feature that allows you to cruise through all parts of the level, highlight one of the working Sonic 3 levels at the stage-select menu, hold the **A** button and press **START**. While you're in the game, use the **B** button to access the Debug feature. Hit **A** to scroll though all of the Debug items and **C** to place them.

SONIC & KNUCKLES

Secret Bonus Levels

Plug any Genesis cartridge into the top of *Sonic & Knuckles*. If the screen says "No Way! No Way?", press **A+B+C** to access randomly-generated sphere bonus levels.

SPACE HARRIER (32X)

Arcade Mode

When the Sega logo appears, hold **A+C** and hit **START** on Controller 2. You'll hear a voice say, "Get ready!" and the words "Insert Coins" will appear at the title screen instead of "Press Start." Now you're in Arcade Mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Note that you can't access the option menu in Arcade Mode; if you need to do so, just set the options first, then wait for the demo to return to the Sega logo before entering the code.

SPIDER-MAN (VS. THE KINGPIN)

Cheat Code

At the options screen, put Spidey next to the "Level" option, press and hold **START** on Controller 2, then press and hold **A, B** and **C** on Controller 1. While holding those buttons down, point the D-pad on Con-

troller 1 **Up**, then diagonally in the **Up/Right** position. You'll see three exclamation points next to the difficulty level. Now start the game; when you want to cheat, press **START** to pause, then press **A** to refill your web fluid, **B** to refill your health meter, **C** for five seconds of invincibility or **A+B+C** to warp to the end of the current stage.

SPIDER-MAN: WEB OF FIRE (32X)

Cheat Mode

Note: You must have a six-button controller to use these cheats. While the Sega logo is on the screen, press **Up, Right, Left, A, Z, Y**. You'll hear the sound of breaking glass to confirm the code. Now you can access a stage-select/sound test menu at any time by pressing the **X** button. Press **Y** during gameplay to freeze the screen and see the programmers' debugging coordinates, or press **Z** during the game to max out your energy, web fluid, lives and Daredevil symbols.

STAR WARS ARCADE (32X)

Suspend Time

Pause the game and press **Down, B, B, Up, Right, Left**.

Reset Timer

Pause the game and press **Left, Down, A, C, Down, Up**.

Sound Test

Pause the game and press **Up, Right, Left, A, Down, C**.

Note: You can't do these cheats without a six-button controller because, in three-button mode, the game has no pause feature.

STEEL EMPIRE

Stage Select

Go to the Options menu and highlight "Sound Test." Press **A** to listen to the sounds in this order: Sound 1, Sound 1, Sound 9, Sound 2. A round select option will appear at the bottom of the screen.

100 Ships

Go to the Options menu and set up the options as follows: Difficulty—Hard, Ships—2, Continues—1. Now move to the Sound Test, select Sound 65 and press **A**. You won't hear any sound, but when you start the game you'll have 99 ships in reserve.

Weapon Power-Up

Set up the options as follows: Difficulty—Hard, Ships—3, Continues—2. Now move to the Sound Test, select Sound 77 and press **A**. You won't hear any sound, but when you start the game you can gain Level 20 firepower by pressing **B** on Controller 2 while the game is in progress.

99 Bombs

At the ship select screen—the one that lets you choose between the biplane and the zeppelin—press **C, A, C, A, START, B** on Controller 2. Now you'll start the game with 99 bombs in reserve.

STREET FIGHTER II SPECIAL CHAMPION EDITION

Six and Three-Button Cheats

SIX-BUTTON CODE: Down, Z, Up, X, A, Y, B, C

THREE-BUTTON CODE: Down, C, Up, A, A, B, B, C

Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen (on Controller 2) to allow both players to choose the same character in Battle Mode.

STREETS OF RAGE 2

Play Same Character

At the title screen, press and hold **Right** and **Up** on Controller 1, press and hold **Left** and **A** on Controller 2, then continue to hold those buttons while you press **C** on Controller 2. Choose the "2 Players" game and you'll find that both players can pick the same character.

SUNSET RIDERS

99 Continues

Choose "OPTIONS" from the title screen and set the "SOUND" to "0E", then press **A** to listen to the sound. Next, choose "EXIT" to return to the title screen and start the game. At the "SELECT YOUR PLAYER" screen, pick a character and press **A**; then, when your character looks up,

quickly press the **A, B** and **C** buttons at the same time and release them. You'll start the game with 99 credits in reserve.

SUPER VOLLEYBALL

Passwords

The following codes are for the U.S.A. team and will lead you to the championship match against Russia.

China: HLXL

Japan: RVLV

Italy: RMXRU

France: RUFOR

Holland: RSAAV

Brazil: RQVA2

Russia: RP:VE

SYLVESTER AND TWEETY IN CAGEY CARRIERS

Looney Cheats

Each of these commands should be performed at the Stage Prop screen, which appears when you press **START** during the game.

- Extra Time—Press **START** to pause, then press **Up, A, B, C, C, A, Up, C, C, C, Up**. The clock will be reset to zero.

- Extra Energy—Press **START** to pause, then press **A, A, B, B, A, B, C**. Sylvester's health will be restored.

- Extra Points—Press **START** to pause, then press **C, C, C, B, C, A, C, C, B, A** to increase your score by 10,000.

- Extra Continues—Press **START** to pause, then press **Right, Left, A, A, B, Up, C, A, B, B, C** to add an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.

- Invincibility—Press **START** to pause, then press **B, B, Up, A, Left, Right, Down, Right, B, B, C** for temporary invincibility.

- Skip Train Level—In the game's third level, "Mayhem Express," you can pause the game and press **C, B, C, A, B, C, D, Down** and unpause to skip to the next stage.

- See End Credits—To skip to the end of the game and see the credits, press **START** to pause and press **Down, Right, A, B, B, B, C, B, A, A**.

T2: THE ARCADE GAME

Level Select

At the title screen, press **Up, Down, Left, Right, Up, Down, Left, and Right**. You'll hear "excellent." When you start to play, press **START** to pause the game, then simultaneously press **B** and **C** to skip that stage.

Unlimited Firepower

Use a rapid-fire controller to fire the gun and you'll have unlimited firepower because the gun never overheats. If you don't have a rapid-fire controller, just tap the button rapidly.

TAZ IN ESCAPE FROM MARS

Cheat Menu

When the Sega logo appears, press and hold **A+B** on Controller 1 and **B+C** on Controller 2. When the game starts, press **START** to pause. Hit any button and the cheat menu will appear.

TAZ-MANIA

Super Cheats

At the title screen, hold **A, B** and **C** on both controllers while pressing **START** on controller one. You should hear a chime. Next, start the game. Press **A** while the game is paused, and your health meter will be refilled when you unpause. Pressing **B** while the game is paused gives you partial invincibility. Press **C** while paused to see the number of the current stage, which can be changed by pressing **Left** or **Right** on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press the **START** button.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Ultra Desperation Attacks

When your character's energy is low enough that your life bar starts flashing, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you have to be in close.

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 Michaelangelo: $\rightarrow \downarrow \downarrow \downarrow +C$
 Donatello: $\rightarrow \downarrow \downarrow \downarrow +C$
 Raphael: $\leftarrow \downarrow \downarrow \downarrow +C$
 Casey Jones: $\rightarrow \leftarrow \downarrow +C$ (in close)
 Ray Fillet: $\leftarrow \downarrow \downarrow \downarrow +C$
 April O'Neil: $\leftarrow \downarrow \downarrow \downarrow +C$ (in close)
 Sisyphus: $\leftarrow \downarrow \downarrow \downarrow +C$

THUNDER FORCE III

All Weapons

During play, press **START** to pause, then press **Up** ten times, **B** once, **D** twice and finally, press **B** once. This sequence will give you all the weapons. Press **A** for the claw, and then **START** to unpause the game.

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

Passwords

Level 5: MMBK DDLL DLBG LLDD LDTG
 Level 6: HUBB DDDD DBBK DLLL LDTN
 Level 7: UBBB DLLL LDDB LLLL LDQQ
 Level 8: YBBB MDLL LLBB DLLL LDQM
 Level 10: ZBBB TGLD DLLB TLDL LLNG
 Level 11: PBBB TKLD DLLB TGDL DLNV
 Level 12: YBBB TZDD DLLB TKDD LDNT
 Level 13: QHBB TZGL LLBB TZDL LDZM
 Level 14: MHBB TZKD LLBB TZGD LLTM
 Level 16: ZBBB TZBG DBDB TZBD DLLR
 Level 17: PRBB TZBK DLLB TZBG DDRZ
 Level 18: YRBB TZBB DBBB TZBK LLRG
 Level 19: ZRBB TZBQ DLLB TZBB DLRX
 Level 20: ZHBB TZBQ GDBB TZBW DLHY
 Level 21: VNBB TZBQ KLBZ TZBQ GLJY
 Level 22: KJBB TZBW ZLBB TZBW KLMM
 Level 23: XJBB TZBW ZGBB TZBW ZLBT
 Level 24: JJBB TZBW ZGBB TZBW ZLTB

TOMMY LASORDA BASEBALL

Erase Third Strike

If you strike out, quickly pause the game before the pitcher gets the ball back from the catcher; you may have to press **START** several times before you get it to register. Now press **C** to restart the game, and you'll see that the same batter is still at the plate with just two strikes, as if the strikeout had never happened.

TOUGHMAN CONTEST

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu.

Director's Cut

Enter the password RUBE. Start the game. Fighter 2 is headless and bleeding.

Stealth Mode

Enter the password FQSTER. Start the game. Fighter 2 is the Noob Saibot of *Toughman Boxing*.

To the Death Mode

Enter the password 2LT. Start the game. Time is infinite. The first fighter to get three knock-downs wins.

Caffeinated Mode

Enter the password HYPER. The game is played at double speed.

Iron Man Mode

Enter the password MAXX. Fighter 1 takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you are not guaranteed victory.

All The Moves

Enter the password MRBUCKEYE. Start the game. You can throw all of the power punches no matter what fighter configuration you set up.

Little Napoleon

Enter the password WEASEL. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

Whoop Ass Mode

Enter the password SUPERG. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

Nuclear Waste Man

Enter the password NUCLEAR. Start the game. Your opponent is glowing with nuclear waste.

TOY STORY

Invincibility

Complete the game's first stage; then, at the start of the second stage ("Red Alert") you must collect the three stars above the toybox. Now move to the right and collect four more stars for a total of seven; if you accidentally grab more than

seven, the cheat won't work. Once you've collected seven stars, jump into the toybox and hold **Down** on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the game.

Stage Skip

At the start of the game, wait for the *Toy Story* title screen that shows Woody glancing at Buzz Lightyear while the words "PRESS START" are flashing, then spell the word "abracadabra" on the control pad by pressing **A, B, Right, A, C, A, Down, A, B, Right, A**. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game; when you want to skip a stage, just hit **START** and press **A** while the game is paused to warp immediately to the end.

TYRANTS

Hidden Sinistar Game!

To play a hidden game that's based on the classic Williams shoot-'em-up, *Sinistar*, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the **B** button to shoot at your enemies and use the **C** button to fire the Sinibombs.

URBAN STRIKE

Passwords

Baja Oil Rigs: CNHGLGRB4NBF
 Inside Main Oil Rig: ZLGBWD3PFZD
 Mexico: BWDR6MJYNM
 San Francisco: NDR63P7VZLT
 Alcatraz: H63PMJT4SYL
 New York: LPMJ7VSXFZR
 Las Vegas: GJ704FKYNN
 Casino: BVT45XYCZLT
 Vegas Underground: WR63PMT4SYL

Special Passwords

To begin the game with 10 lives and no co-pilots missing, enter the password YCZ9NHLGBT.

To begin the game in Mexico with 16 lives, enter the password 9G6T9BR6S3V.

VALIS

Sound Test

At the title screen, simultaneously press and hold **A, B** and **C**, then press **START**. When the music selection screen appears, use any button to change the music.

VECTORMAN

Hidden Game + Level Warps

When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

Blow Up Sega

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

Cheat Codes

Vectorman has tons of cheats that can be activated during the game with the following sequence: Press **START** to pause, enter the code, then press **START** to unpause. Try the following codes while the game is paused for different effects:

ABRACADABRA (A, B, Right, A, C, A, Down, A, B, Right, A)—Refill your energy counter at any time.

BALL or BALD (B, A, Left, Left or B, A, Left, Down)—See the programmers' debugging coordinates.

ABACABB (A, B, A, C, A, B, B)—Five dots will appear around Vectorman and follow him wherever he goes.

DRACULA (Down, Right, A, C, Up, Left, A)—When you get hit, the game will slow down in order to help you to recover safely.

CALL A CAB (C, A, Left, Left, A, C, A, B)—Vectorman turns into a small arrow. This

works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the CALL A CAB code again.

Super Cheat Menu

At the Options menu, press **A, B, B, A, Down, A, B, B, A**. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

VIRTUA RACING

Backwards Tracks

Hold **A, B**, and **Up** when the Sega logo comes on the screen, then press and hold **START** until the demo screen comes on. Let go of all the buttons and press the **START** button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in reverse.

WIZ 'N' LIZ

Cheat Passwords

To fight against any of the screen-filling monster bosses in *Wiz 'n' Liz*, enter the password TCDT GBBS. Other interesting passwords include BBBB BBBB, TTTT TTTT, CBSK LGQD and MQHS PKDN. The password MGTP GLLS will take you to the last round of the final level.

Open Shop/Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the **START** button and press **C** while entering the last letter of any valid password.

Shop Discounts

When entering the shop to buy fruits or vegetables, hold **START** and press **C** while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half.

Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH START BUT-TON!" and "YEAH!" to flash on the screen. Hold **A** and **C** and press **START** to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. (Note: This trick doesn't work on every level.)

Time Ball Release

Hold **Up** and press **A** to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time.

New Difficulty Level

When the Sega logo comes up on the screen, hold the **A, B** and **C** buttons down and press the **START** button twice. You'll hear a voice shout "Yeah!" Now go to the options screen to find a new "Super Wizard" difficulty level.

WOLVERINE: ADAMANTIUM RAGE

Passwords

Level 2: MARIKO
 Level 3: SILVER FOX
 Level 4: DEPARTMENT H
 Level 5: MADRIPOR
 Level 6: ANASO
 Level 7: THE HUDSONS

WWF RAW (32X)

Secret Character

While the character-select menu is on the screen, press and hold **Down** on the D-pad, then press the **A** and **B** buttons simultaneously. You'll hear a whistle blow. Now move left or right to find the secret wrestler between Owen Hart and Luna Vachon; it's Kwang, a masked grappler in the tradition of the great Mexican wrestler El Santo.

XBAND GAME MODEM

Hidden Maze Mode

Press **Up, Up, Down** when you're about to dial the phone (where the screen says, "Are you sure you want to register with XBAND?") You'll play a secret maze game while you're waiting to connect. To play the game for a longer time, press **Down, Down, Left, Left, Right, Right** at the main XBAND menu (Challenge/Player List/Mail-

box etc.)

Change Text

To change the way the text moves on XBAND menus, enter one of the following codes at the player-select screen:

Expand and contract—Up, Down, Up, Up, Down, Left, Up

Earthquake effect—Right, Left, Right, Right, Up, Right, Left, Right

Restore default "wave" motion—Left, Right, Left, Left, Up, Left, Right

Sound Test

Press **Up, Up, Up, Left, Right, Left, Right, Up** at the main XBAND menu.

Hidden "Fish Pong" Game

Press **Up, Up, Up, Right, B** at the main XBAND menu.

X-MEN

Stage Select and Other Cheats

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold **A, C, and Down** on the D-pad and hit **START**. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit **START**. Disconnect the controller again and plug it into the Controller 1 socket; hit **START** to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the **C** button to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing **START** to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to.

Mojos's Crunch Tip

If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the **RESET** button on your Genesis. When you hit **RESET**, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

X-MEN 2: CLONE WARS

99 Lives

During the game, press **START** to pause. Then press **Down+C, Up, Left, Up, Right, Right, C**. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

Level Skip

Pause the game and press **Left + C**. Then press **Up, Up, Left, Down, Down, then simultaneously press Right and C**.

New Character

Enter the Level Skip code (above). Pause the game, then simultaneously press **Right and C**. Pause the game and simultaneously press **Left and C**.

Invincibility

Pause the game. Simultaneously press **Up and B**. Press **Up, Right, Down, Up, Right, Down, Down, Up, B**. Unpause the game and pause it again. Simultaneously press **Up and B again**.

ZOOL

Note: Each of the following cheats should be done during the game by pressing the **START** button to pause, then continue to hold **START** while pressing the rest of the buttons in the code.

One Extra Life

Hold **START**, then press **Down, Up, Left, Left, A, Right, Down**. Repeat the code whenever necessary.

Level Select

Hold **START**, then press **C, Right, A, B, A, Left, Left, A, Down**. Now you can change the first two digits of the on-screen timer to the number of the World and Level you want to warp to. Press **Up or Down** to change the World and **Left or Right** to change the Level. When you're ready to warp, hold **A, B** and **C**. You'll return to the title screen where you'll start at level you chose.

Super Time & Energy Bonus

Hold **START** and hit **Right, A, Down, A, Right, B, Left, Up, Right**. You'll get 240 energy bars. The timer gets set to 999.

Extra Time & Energy

Hold **START** and press **B, A, Right, Right, A, C, Up, Down, A**. You'll get 30 extra seconds on the timer and six energy bars.



AGILE WARRIOR F-111X

Invincibility

Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, ×, △, △, △.

Maximum Fuel and Armor

Pause the game and press Left, □, □, □, □, Up, △, △, △, Right, ○, Down, ×, △, △, △, △, △.

All Weapons=999

Pause the game and press Left, □, □, □, □, Up, △, △, △, Right, ○, Down, ×, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2.

Toggle Minimum Speed

Pause the game and press Left, □, □, □, □, Up, △, △, △, Right, ○, Down, ×, △, △, △, △. Now your minimum speed is zero; hold L1 to hover.

Hidden Camera Angles

Pause the game and press Left, □, □, □, □, Up, △, △, △, Right, ○, Down, ×, Up, Down, Left, Right. Enter this code repeatedly for new views.

Mission Complete

Pause the game and press Left, □, □, □, □, Up, △, △, △, Right, ○, Down, ×, △, △, △, Down, Down, Down.

"Dancer" Cheat

If you complete all ten missions in *Agile Warrior*, you'll get treated to a little full-motion video ("R & R") courtesy of your commanding officer. However, if you want to skip directly to this scene, simply pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, ×, △, △, Down, ×, △, △, Down, ×, △, △, Down, ×. Now abort the game or finish the current mission; the next time you go into a mission briefing, you'll see the hidden footage.

Play Your Own CD

During the game, press the OPEN button on the PlayStation, remove the disc and replace it with your favorite music CD. Before you close the lid, use the L and R buttons to choose a track and set the music volume according to the on-screen instructions, then go ahead and play the game with your own choice of music. Once you've used this feature, an extra photo of the game's creators will appear under "Credits" at the option menu.

AIR COMBAT

Secret Loading Screen

Hold the R1 and ○ buttons at any point in the game when the standard "bird logo" loading screen is about to appear. If the "bird" screen appears, you're too late—but if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bouncing around.

Hidden Game

When the secret CD loading menu appears as described above, quickly press Up, Left, Down, Right. A tiny picture of a Fygur—the dragon character from Namco's classic *Dig Dug* arcade game—will appear in the lower left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons—the "loading" menu will be replaced by a strange hidden game in which you must steer the *Air Combat* bird symbol around the screen and destroy as many of the passing ships and missiles as you can before a tiny bird can walk from the left side of the screen to the right. Use the L2 and R2 (or Left and ○) buttons to spin the symbol clockwise and counter-clockwise; if you don't press any buttons, you'll crash into the walls and die. Tap the R1 button to toggle between three different control configurations. Get a score of 4.60 or higher and you'll get something...but we're not sure what.

999,999,000 Credits

At the special CD loading menu, quickly press Down, ○, △, △, △, ○, ○, ○, △, then press ○+△ simultaneously twice

and hold both buttons down after the second press. You'll see a Pooka character from *Dig Dug* appear in the corner of the screen. Now start the game and visit the fighter-select screen. You'll see that you have instantly earned an incredible 999,999,900 credits which you can use to buy any ship or wingman available.

Different-Colored Ships (1P Mode)

At the CD loading menu, press Up, Down, Left, Right, Up, Down, Left, Right, R1—continue to hold the R1 button until you see a spaceship appear in the corner of the screen. Now start the game, and notice that when choosing your plane, all of the standard ships have been painted different colors.

Different-Colored Ships (2P Mode)

At the CD loading menu, quickly press Left, Right, Left, Right, Down, Up, Down, Up, ○, △, △, △, △—continue to hold the △ button until you see an insect appear in the corner of the screen. Now start the game in two-player mode, and notice that each of the fighters has an alternate-color version available, effectively doubling the number of vehicles to choose from.

Extra Wingmen

At the CD loading menu, hold the R1 button and press START 10 times (continue to hold START after the tenth press.) This code is tougher to do than the others, but when you get it to work, you'll find more variety in your available wingmen.

ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "GOLV1L" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "GOLV34".) Highlight "Accept" and press the □ button; you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "GOLV35", you'll see the video sequence from the end of the game.

Power Passwords

The following passwords will take you to any level plus you'll start with maximum weapons and health.

Level 2: Outer Complex

RGBBBBNN7BB94DB

CLBLBLMCGB94BM

Level 3: Ammunition Dump

TQBBBNNJ3BB94BJ

CLBLBLMCGCM94BM

Level 4: Recreation Rooms

4VBBBNNW3BB94BQ

CLBLBLMCGC94BM

Level 5: Med Lab

97JBLBZWB94BX

QVBLBLMCGDM94BM

Level 6: Ammunition Dump 2

7BBJLBZWB94BX

QVBLBLMCGD94BM

Level 7: Garage

7BBJLBZWB94BZ

QVBLBLMCGFM94BM

Level 8: Ammunition Dump 3

BZB1LBZWB94B9

QVBLBLMCGF494BM

Level 9: Atmosphere Processor

DBB1LBZ1VBB94CB

QVBLBLMCGGM94BM

Level 10: Security Catwalks

4BBBBBN4LB9WVN

QVBLBLMCGG494BM

Level 11: Atmosphere Basement

47BQVBBN2BB94BN

QVBLBLMCGHM94BM

Level 12: Queen's Lair

5GBQVBBN3BB94B0

QVBLBLMCGH494BM

Level 13: Living Quarters

QVBBBNN8VBBZHBG

QVBLBLMCGJH94BM

Level 14: Canteen

77BQVBBN7ZBB94B9

QVBLBLMCGJ094BM

Level 15: Meeting Tower

9GBQVBBN9VBB94CB

QVBLBLMCGKM94BM

Level 16: Leadworks

?BBQVBBN7VBB94CB

QVBLBLMCGK94BM

Level 17: Tunnels and Ducts 1

BVB7VBFGBB94CQ

QVBLBLMCGLM94BM

Level 18: Mining and Smelting

CQB7VBFGLBB94CS

QVBLBLMCGL94BM

Level 19: Furnace Controls

C7B7VBFVZBB94CZ

QVBLBLMCGMM94BM

Level 20: Tunnels and Ducts 2

DLB7VBFGBB94C7

QVBLBLMCGP94BM

Level 21: Lead Mould

FLB7VBFVYBB94C9

QVBLBLMCGN94BM

Level 22: Queen's Lair

KGB7VBFGT3BB94DB

QVBLBLMCGN94BM

Level 23: Tunnels

LBB7VBFVZBB94DB

QVBLBLMCGP94BM

Level 24: Pilot's Chambers 1

WQB7VBFGB5LB94DB

QVBLBLMCGP94BM

Level 25: Canyons and Catacombs

XZB7VBFGBZBB94DB

QVBLBLMCGV94BM

Level 26: Pilot's Chambers 2

XZB7VBFGB3BB94DB

QVBLBLMCGV94BM

Level 27: Secrets

Y7B7VBFHGBB94DB

QVBLBLMCGRM94BM

Level 28: Inorganics 1

13B7VBFGBZBB94DG

QVBLBLMCGR94BM

Level 29: Pilot's Chambers 3

SVBQVBFJGBB9WVV

QVBLBLMCGSC94BM

Level 30: Drophits

4ZB7VBFHGBB94DX

QVBLBLMCGS94BM

Level 31: Inorganics 2

6GBQVBF93BB91V5

QVBLBLMCGTH94BM

Level 32: Pilot's Chambers 4

6ZB7VBFGLMB94D9

QVBLBLMCGT094BM

Level 33: Egg Chambers

6ZB7VBFGBZBB94D9

QVBLBLMCGV94BM

Level 34: Pilot's Chambers 5

9B7VBFZGBB94FB

QVBLBLMCGW94BM

End Cinema

?GB7VBFGRVBB94FB

QVBLBLMCGW094BM

ASSAULT RIGS

Access All Weapons

During the game, quickly press Left, Right, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Up, Down.

A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game.

Note: This code will not work while the game is paused; you must enter it during the action on any stage.

Repeat the code whenever necessary to refill your ammo.

Invincible

Also during the game, quickly press Left, □, Left, △, Left, Left, □, Right, □, Right, □, □.

A message will appear on the screen that says, "Invincible! Yes indeedy!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

Level Codes

1. Welcome—○○○○○○

2. Next Gen—□□□□□□

3. This Way—△△△○○○

4. JoyJoy—△△△○○○

5. Noddy—△△△△△△

6. Wastelands—△○○○○○

7. Vertigo—□□□○○○

8. Gem Tower—△○△△○○

9. Bridge—△△△△△△

10. Obliterate—△△○○○○

11. Arena—△△△○○○

12. PBM—○○○△△△○○

13. Ramps—△○○○○○○

14. Oasis—△△○○○○

15. Halls—○○○○○○○○

16. Coaster—○○○○○○○○

17. Mine—△△△○○○

18. Look-Up—○○○○○○

19. Deadline—△△△○○○

20. Fort—△○○○○○○

21. Stairway—△△△○○○

22. Park A Lot—○○○○○○

23. ZamCam—○×××××

24. Shootme—△○○○○○○

25. Wild—△○○○○○○

26. Oil Rig—○○○○○○

27. Rightway—○○○○○○

28. Waste2—○○○○○○

29. Dodge—△○○○○○○

30. Air—○○○○○○

31. Jump—○○○○○○

32. Room 101—△△○○○○

33. Firepower—××○○○○

34. Wave—○○○○○○

35. Push Off—○○○○○○

36. Perimeter—△△△○○○

37. Spiral—△△△○○○

38. Bounce—○○○○○○

39. The Castle—△△△○○○

40. Fortress—××○○○○

41. Lifts Ahoy—△△○○○○

42. Push Me—○○○○○○

BASES LOADED '96: DOUBLE HEADER

Automatic Home Runs

During a game of *Double Header*, press the START button to pause, then grab Controller 2 and press □, ○, ○, ○ on Controller 2. You'll hear a piano sound. Next, press the L1 button (also on Controller 2); you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt. To disable this cheat, simply enter the code again; when you press L1, you'll hear the word, "Safe!" *Skip Innings*

To advance through a game quicker, press the START button to pause, then press □, ○, ○, ○, ○, ○ on Controller 2. You'll hear a piano sound. Next, press the X button (also on Controller 2); the words, "Let's Go Inning" will appear on the screen. Press X on Controller 2 to change the inning number, then press START to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning.

Computer Control

To give the computer control over your team, pause the game and press □, ○, ○, ○, ○, ○ on Controller 2. After you hear the piano sound, press the L2 button on Controller 2; you'll hear a beep to confirm the code. If you want to regain control of your team, simply pause the game and enter the code again.

BATTLE ARENA TOSHINDEN

Boss Codes

To play as Gaia:

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press □, □, □, □, □, □ before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen; the code won't work if you're returning to the title screen from the Options menu.) At the fighter-select screen, highlight Eiji, hold Up on the D-pad and press any action button.

To play as Sho:

First enter the Gaia code. Next, wait for



you press the button with this option highlighted.

SKIP LEVEL: $\times, R1, \Delta, R1, \square, \circ, R2, R2, \times, \square, \Delta, \times$. Use this option to skip the current level and start on the next stage.

MORTAL KOMBAT 3

Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, \square six times, \times six times and \circ nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

Secret Cheat Mode

During the opening demo, quickly press $\times, \circ, \square, R1, R1, R2, R2, R1, R1$. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press $\times, L1, L2$. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

NBA JAM T.E.

Extended Roster

Each of the NBA teams in *Jam T.E.* has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the **SELECT** button and rotate the D-pad in a counter-clockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER"; now you'll see extra players as you toggle through the line-ups with the **SELECT** button. Note that if you choose the extended roster for one team, then decide to choose a different team, the extended roster will not be available for the second team. This trick also works at the "Substitution" screen.

Power-Up Codes

Just like all of the other versions of *NBA JAM*, the *PlayStation Tournament Edition* offers plenty of power-up codes. Each of these codes must be performed at the "Vs." screen, when the announcer is saying, "Tonight's match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player flashing white before the tip-off.

Display Shot Percentage: $\uparrow \downarrow \downarrow \downarrow \square$

Powerup Dunks: $\leftarrow \rightarrow \times \circ \square$

Powerup Defense: $\uparrow \downarrow \rightarrow \downarrow \uparrow$

Powerup 3-Pointers: $\uparrow \downarrow \leftarrow \rightarrow \downarrow \uparrow$

Powerup Fire: $\downarrow \rightarrow \circ \square \leftarrow$

Quick Hands: $\leftarrow \leftarrow \leftarrow \circ \rightarrow$

Max Power: $\rightarrow \leftarrow \leftarrow \times \times \rightarrow$

High Shots: $\uparrow \downarrow \uparrow \downarrow \rightarrow \circ \square \circ \circ \circ \downarrow$

Push one opponent and both fall: $\uparrow \uparrow$

$\uparrow \leftarrow \leftarrow \leftarrow \circ \square$

Push one opponent and only his teammate falls: $\uparrow \uparrow \uparrow \uparrow \leftarrow \leftarrow \leftarrow \circ \square$

Baby Mode: $\square \circ \square \circ \square \circ$
 Huge Mode: $\triangle \times \triangle \times \triangle \times \triangle \times \triangle \times \triangle$
 $\times \square \times \square$
 Big Head: $\triangle \times \triangle \times \triangle \square \square \square$
 Mammoth Head: $\circ \times \triangle \square \circ \times \triangle \square \square$
 $\times \triangle \square \times \square \square$

NBA SHOOT OUT

All-Star Weekend

Choose "Exhibition" from the main option menu; then, at the "Exhibition" menu, press **R1, L1, R1, L1, R2, L2, R2, L2**. You'll see a new option called "All Stars" at the bottom of the screen. Set this option to "94/95" to play an exhibition match in Phoenix; the court will be decorated with the '94-'95 All-Star Weekend logo. Better yet, if you press **R1, R1, R2, R2, L1, L2, L1, L2** at the Exhibition menu, the "All Stars" option will also allow you to choose to play a game in San Antonio with the court decorated as it was for the '95-'96 All-Star game. The teams will be called "Western Conference" and "Eastern Conference", but the players will still be those from the team you select.

Sneak Peek

If you want to get a better look at the cheerleaders who appear during half-time, just hold the **L1, L2, R1** and **R2** buttons. The distracting game statistics will disappear.

THE NEED FOR SPEED

Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press **START**. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".

"Rally" Tracks

With the cheat password in place, highlight any track and hold the **L1** and **R1** buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in *Sega Rally*. If you hold **L1+R1** while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".

Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold **L1+R1**; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold **L1+R1** and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer*-style arcade game instead of a full-on simulation.

NFL GAMEDAY

Cheat Passwords

To enter any of the following passwords, choose "Options" at the main menu, then press the **SELECT** button to access the memory card screen. Press **SELECT** again to enter a password. (Note that all of the following codes use capital letters.) After all of the letters are in, press **SELECT**; if you've entered the code correctly, the screen will display the password in big yellow letters on a greenish background.

OFFENSE—Gives you a high-powered offense

DEFENSE—Gives you a high-powered defense

JUICE—Gives you a more powerful "speed burst" from the **X** button when running

STICKUM—Just like Freddy Biletnikoff, you'll be able to catch passes easier...and hang on to them when you get hit

BIG BOYS—Makes the linemen look bigger

CANNON ARM—Lets your quarterback throw farther

STEROIDS—Players fly farther when hit

CRUNCH TIME—Injuries happen more frequently

PICK CITY—Interceptions are easier

SKELETON—Lets you play with two secret skeleton teams

In addition to these cheats, we know of five other passwords that are accepted by the game, but don't have an obvious effect. They are as follows:

MAYHEM

URNOTREDE

EEGGCODE13

EEGGCODE14

EEGGCODE15

side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

SLAM 'N JAM '96

FEATURING MAGIC & KAREEM

Big Head Mode

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press **X** or **START**; as the screen disappears, immediately tap the **L1** button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that all of the players now have swelled heads like Shaq.

Small Player Mode

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press **X** or **START**; as the screen disappears, immediately tap the **R1** button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that all of the players are now tiny like puppet-Penny.

Shot Percentage Indicator

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press **X** or **START**; as the screen disappears, immediately press and hold the **L1** button until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in.

STREET FIGHTER ALPHA

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.

M. Bison (Player 1)—Hold the **L2** button and press **Left, Left, Down, Down, Left, Down, Down**, then $\square + \triangle$ simultaneously. **M. Bison (Player 1)**—Hold the **L2** button and press **Right, Right, Down, Down, Right, Down, Down**, then $\square + \triangle$ simultaneously.

To choose the alternate-color Bison, end the code by pressing $\times + \circ$ simultaneously instead of $\square + \triangle$.

Akuma (Player 1)—Hold the **L2** button and press **Left, Left, Left, Down, Down, Down, Down**, then $\square + \triangle$ simultaneously.

Player 2—Hold the **L2** button and press **Right, Right, Right, Down, Down, Down, Right, Down, Down**, then $\square + \triangle$ simultaneously.

To choose the alternate-color Akuma, end the code by pressing $\times + \circ$ simultaneously instead of $\square + \triangle$.

Dan (both players)—Hold the **L2** and **R2** buttons and press $\square, \triangle, \times, \circ, \square, \triangle$.

To choose the alternate-color Dan, hold **L2** and **R2** and press $\square, \circ, \times, \square, \triangle$.

STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up, R1, Down, L2, Right, L1, Left, R2** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code cor-



rectly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

TEKKEN

Galaga Secrets

To continue playing the *Galaga* loading game as many times as you wish, just press the **SELECT** button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the \triangle button gives you rapid-fire.

Double Ships

There are two ways to get twin ships in the mini-*Galaga* game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold Up, L1, \triangle and \times on Controller 2 until the *Galaga* game starts. Now you can use the twin ships on the first wave.

Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the *Galaga* game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the **START** button to choose his evil alter-ego.

Play as the Boss

You've probably noticed the extra characters that you can earn in *Tekken* by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles.

Hidden Character Demos

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:

Kazuya: Hold \uparrow on the D-pad

Paul: Hold \triangleright on the D-pad

Law: Hold \rightarrow on the D-pad

Jack: Hold \downarrow on the D-pad

Nina: Hold \downarrow on the D-pad

King: Hold \leftarrow on the D-pad

Yoshimitsu: Hold \leftarrow on the D-pad

Michelle: Hold \nwarrow on the D-pad

Heihachi: Hold L1+L2+R1+R2

Lee: Hold L1+L2+R1+R2+ \uparrow on the D-pad

Kuma: Hold L1+L2+R1+R2+ \triangleright on the D-pad

Wang: Hold L1+L2+R1+R2+ \rightarrow on the D-pad

P. Jack: Hold L1+L2+R1+R2+ \downarrow on the D-pad

Anna: Hold L1+L2+R1+R2+ \downarrow on the D-pad

Armor King: Hold L1+L2+R1+R2+ \leftarrow on the D-pad

Ganryu: Hold L1+L2+R1+R2+ \leftarrow on the D-pad

Kunimitsu: Hold L1+L2+R1+R2+ \nwarrow on the D-pad

This also works on Controller 2. For example, if both players hold all four L

and R buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

Mystery Fruits

At the Test Modes menu, set the "2P Game Wins Shown By" option to "Fruit". Now start a game in Arcade Mode, but join in with Controller 2 whenever a one-player fight starts. Let one player win over and over again to see the fruit counter in the corner of the screen change to different wacky symbols. At the 25th battle, a "Special Flag" symbol appears. This icon has some sort of significance, since it appears in several classic Namco arcade games...but we don't know what it's doing in *Tekken*. Can you unlock the mystery of Battle 25 and its Special Flag? You'll also see some characters from *Pac-Man* including the dot-eater himself.

TOTAL ECLIPSE TURBO

Full Power-Up

During any stage, press the **START** button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly: \triangle , \square , \diamond , \diamond , L1, L1+R1, **SELECT**, **SELECT**. (Note: The plus sign means that the L1 and R1 buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will appear in the window. Next, press \triangle , \square , L1, L1, \diamond , \diamond very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues.

Stage Select

At the main menu, highlight the "PASSWORD" option and enter the following code: Hold **SELECT**, press \triangle , L1, \diamond , release **SELECT**, press \triangle , L1, \diamond , L1, \diamond . You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing **Left** or **Right** on the D-pad and you're ready to warp.

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.

\triangle , \square , \diamond , \diamond —Warehouse District Warfare

\triangle , \square , \diamond , \diamond —Freeway Free For All

\triangle , \square , \diamond , \diamond —River Park Rumble

\triangle , \square , \diamond , \diamond —Assault on Cyburbia

\triangle , \square , \diamond , \diamond —Rooftop Combat—The Final Battle

\triangle , \square , \diamond , \diamond —Battle with Minion

\triangle , \square , \diamond , \diamond —Secret Level: The Fight of Your Life

\triangle , \square , \diamond , \diamond —Infinite Weapons

\triangle , \square , \diamond , \diamond —Invincibility

\triangle , \square , \diamond , \diamond —Helicopter Camera Angle

WARHAWK

Special Access Codes

Choose "Special Access" from the main menu and enter any of the following passcodes for different effects or to warp directly to different parts of the game.

CHEAT CODES

\triangle , \square , \diamond , \diamond —Preview the Epilogues

\triangle , \square , \diamond , \diamond —Check the Special Upgrades

\triangle , \square , \diamond , \diamond —Preview the Movies

\triangle , \square , \diamond , \diamond —Kali Mode (Powered-Up Weapons)

\triangle , \square , \diamond , \diamond —Thor Mode (9999 Flash Bombs)

\triangle , \square , \diamond , \diamond —Infinite Weapons

\triangle , \square , \diamond , \diamond —Warhawk A-La-Mode (Infinite Weapons + Invincibility)

STAGE CODES

\triangle , \square , \diamond , \diamond —Desert Level

\triangle , \square , \diamond , \diamond —Pyramid Has Risen

\triangle , \square , \diamond , \diamond —Desert is All But Done

\triangle , \square , \diamond , \diamond —Canyon Level

\triangle , \square , \diamond , \diamond —In the Canyon with Amber

\triangle , \square , \diamond , \diamond —In the Canyon with Belle

\triangle , \square , \diamond , \diamond —In the Canyon with Crystal

\triangle , \square , \diamond , \diamond —Approaching Uma

\triangle , \square , \diamond , \diamond —Airship Level

\triangle , \square , \diamond , \diamond —Post-Transformation Airship

\triangle , \square , \diamond , \diamond —Airship Rear Hanger is Open

\triangle , \square , \diamond , \diamond —Volcano Level

\triangle , \square , \diamond , \diamond —Volcano Boss is Active

\triangle , \square , \diamond , \diamond —Gauntlet Level

\triangle , \square , \diamond , \diamond —East Gauntlet Boss

\triangle , \square , \diamond , \diamond —West Gauntlet Boss

\triangle , \square , \diamond , \diamond —In with the Gatekeeper

\triangle , \square , \diamond , \diamond —Stormland

\triangle , \square , \diamond , \diamond —Above 1st Force Field

\triangle , \square , \diamond , \diamond —Above 2nd Force Field

\triangle , \square , \diamond , \diamond —Above 3rd Force Field

\triangle , \square , \diamond , \diamond —Kreel's Door is Open

\triangle , \square , \diamond , \diamond —Face-to-Face with Kreel

WIPEOUT

Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R1, L1, Right, **START**, \diamond and \square and press \times . When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars.

Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R2, L2, Left, **START** and **SELECT** and press \times . When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

WWF WRESTLEMANIA:

THE ARCADE GAME

Invincibility

At any time during the game, press the **START** button to pause, then press \triangle , \square , \diamond , \diamond , R2, Up. You'll see the screen flash for an instant. When you unpause, you'll see that your wrestler's energy bar will not go down when you get hit; you're completely invincible.

Stop the Timer

At any time during the game, press the **START** button to pause, then press \triangle , \square , \diamond , \diamond , R2, Left. You'll see the screen flash for an instant. When you unpause, you'll see that the timer has been stopped.

Super Strength

At any time during the game, press the **START** button to pause, then press \triangle , \square , \diamond , \diamond , L2, Down. You'll see the screen flash for an instant. When you unpause, your wrestler will be powered-up; all attacks will do extra damage.

Weaken Opponent

At any time during the game, press the **START** button to pause, then press \triangle , \square , \diamond , \diamond , L2, Right. You'll see the screen flash for an instant. When you unpause, your op-

ponent will be weakened; all of his attacks will do less damage.

Cancel Cheats

If you have entered one or more of the above cheats and you want to cancel the effects without restarting the game, just pause the game and press \diamond , \square , \times . You'll see the screen flash for an instant; now all of the cheats have been disabled.

Combo Code

At the player select menu, hold the L1 and R2 buttons and press \square , \diamond , \triangle . The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press **START** on Controller 2.

ZERO DIVIDE

Note: Some of the following tricks may require the use of a memory card.

Alternate Character Color/Texture

Press **Up** + any button when choosing your fighter at the character-select screen.

Additional Color Choices

After you have beaten the game at any skill level with any number of continues, go to the character-select screen and hold **SELECT**. Now push any other button (including the L and R buttons) to choose different character colors.

Watch Mode

To watch the computer fighting itself, hold L1+L2+R1+R2+Down on Controller 1 and choose "VS Play."

Stage Select

When your total playing time is over 30 hours, you must win a round in any match in less than five seconds. Once you've done this, you will be given the option to choose any stage in "VS Play" mode.

Hidden Comic Strip

First, beat the game in "Easy" mode without continuing or losing a round. Once you've done this, highlight "Options" at the title screen, then grab Controller 2 and hold L1+L2+R1+R2+START+SELECT; you'll see a secret NECO comic strip.

Secret Bosses

To fight against XTAL, you must play all the way through the game with all eight characters—including ZULU—without losing a round or using a continue.

To fight against NECO, you must play through the game as XTAL without losing a round or using a continue; then when the XTAL icon comes down, hold L1+L2+R1+R2, then **SELECT**, then **START**. The text box will say "XTAL" but you will really be fighting against NECO.

Boss Codes

To play as ZULU, you must defeat the game at any difficulty setting with all of the characters.

To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without losing a round or using a continue; you must also defeat XTAL.

To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty setting without losing a round or using any continues.

Hidden Game

Put *Zero Divide* into your PlayStation, hold the **SELECT** and **START** buttons on Controller 2 and turn the **POWER** switch on. Continue to hold the buttons down while the game loads; instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter. Use Controller 2 to play the game.



BATTLE ARENA TOSHINDEN REMIX

Big Heads

To change the fighters in *Toshinden* Remix into super-deformed bigheads, just hold the L and R buttons at the main menu when choosing any game mode. When the fighting begins, you'll see that both characters have enormous heads.

Custom Camera

Press **START** during a battle to pause the game. Choose "OPTIONS", then, at the options menu, highlight any option except "Exit" and hold the L button. While holding L, move the cursor to "EXIT" and press the R button. The game will still be paused. Now you can control the camera angle with the following buttons:

L—Rotate the playfield clockwise

R—Rotate the playfield counter-clockwise

D-pad—Pan the camera up, down, left or right

Y—Zoom in

X—Zoom out

Press **START** to bring the "Pause" menu back. Note that this trick will stay active for the rest of the round; that is, if you want to play with the polygons again, just hit **START** and you'll be back in the "custom camera" mode.

BLACKFIRE

FMV Fiesta

To watch all of *BlackFire*'s full-motion video sequences, enter the following code while the words "PRESS START BUTTON" are flashing on the title screen: Z, A, Z, A, B, A, B, Y, C, A, C, A. The intermission scenes will automatically start up; press A to stop any scene and skip to the next one.

Infinite Weapons + Fuel

At the title screen—while the words "Press Start Button" are flashing—press L, A, Z, Y, A, Down, Down. You'll hear a voice say, "There she is! Beans and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out.

Invincibility

Also at the title screen—while the words "Press Start Button" are flashing—press and hold A, then B, then C; then release C, then B, then A. Next, press B, A, B, Y, then hold X, press Up, press and hold Down and release X. You'll hear a voice say, "You are on the wrong team." With this code in place, start the game and you'll find that your helicopter is invincible.

Stage Skip

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then B, then A, then Up, then L. Next, release A, then C, then L, then Up. You'll hear a voice say, "Black bird engaged." With this code in place, start the game and use the following commands to skip to different levels:

Skip ahead one level: Hold A, B, C and Up and press L.

Skip back one level: Hold X, Y, Z and Up and press L.

BUG!

Stage Skip

Press **START** at the first title screen to bring up the words "Start Game" and "Options". Now press B, A, B, Y, Down, Right, A, L, Down. (The L represents the button on top of the controller, not Left on the D-pad.) You'll hear the Bug yell, "Yike!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the L button at any time and press Up on the D-pad. To warp to the previous stage, just hold and press Down.

CLOCKWORK KNIGHT

999 Lives

At the title screen, press Up, then Right nine times, Down six times, Left seven times, Z, X, Y, Y, Z.

Stage Select

Press Left, Up, Right, Down, Down, Right, Right, Up, R while the words "PRESS START BUTTON" are flashing on the title screen. The words "Betsy's Room" will appear; press Up or Down to change your starting stage—or, while the stage name is on the screen, press Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R to add a "Last Boss" option to the list.

CLOCKWORK KNIGHT 2

Boss Select

Choose "Bosses Galore" from the main menu; then, when the "Bosses Galore" title is on the screen, press X five times, Y seven times and Z five times. You'll see the name "Bob" on the screen. Now you can battle any boss in the game by pressing Up or Down to choose your favorite.

Hidden Mini-Games

Choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the screen, press Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden "Minigames Corner" menu, where you can choose to play seven freaky sub-games with the little super-deformed Pepperouchau from the "Loading" screen. There's even a crazy driving game starring BaroBaro.

999 Lives

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down. The words "Player 999" will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

Stage Select

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up. A stage-select menu will appear. Press Up or Down on the D-pad to choose any room, then use the X and Z buttons to choose a starting stage.

See the Ending

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down. The word "Ending" will appear on the screen. Now choose "Start" to see the cinematic sequence from the end of the game, including the cast's final curtain call.

Secret Screens

Clockwork Knight 2 uses the internal clock of the Saturn to send you secret messages on special dates. Try setting the Saturn clock to January 1, February 14 or December 25 to get different title screens.

Control the Level 1 Boss

It's tough to get this code to work, but if you use the 999 Lives and Stage Select cheats, you'll have a better chance at trying: As soon as the snake boss appears in the "Kid's Room" boss stage, you'll see a spotlight appear as he yells into the microphone. While the spotlight is on, quickly press Left, Right+B+C, Right+B+C on Controller 2. If you can get this code to register, you'll be controlling the boss with Controller 2. Here are the controller commands:

D-pad Left, Right—Move the boss left or right

D-Pad Up, Down—Move the boss closer or farther away

Z, C—Move the boss up or down

A, B, Y, L, R—Make boss noises

X—Toggle the room light on or off

If you press the **START** button on Controller 2, the computer will take over and go after Pepperouchau again.

Control the Level 2 Boss

You can also control the monkey boss in the "Study Room" level. When the piece of paper first transforms into the monkey, he'll put his hands in the air and grunt three times. As soon as he starts to grunt, press the **START** button on Controller 2 and hold it down until he's finished grunting. Now you can control the boss with Controller 2. Here are the controller commands:

D-pad Left, Right—Make the boss face left or right

A—Make the monkey beat his chest

B—Pick up Pepperouchau and slam him to the ground (if you're close enough)

C—Jump into the air and land on Pepperouchau

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press Left, Up, B, Up, Down, Up, Right, C. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret teams, including "Daytona Beach", "Palm Springs" and seven fraternities.

Whirlwind Cheat

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up..." quickly rotate the D-pad 720° clockwise like so: ↑→↑↓←←↑↑→↑↓←←↑. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them.

DARIUS GAIDEN

Extra Credits

At the "Game Start/Option" screen, press X, A, I, R, Left, then hold L and press X, C, Z, A, Right, Right. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three.

Mega Fire

Also at the "Game Start/Option" screen, hold B, then press Y, Right, Left, X, Z, L, R. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire.

Extra Difficulty Settings

Again, at the "Game Start/Option" screen, hold X, then press Z, C, L, B, Left, R, L. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Abnormal".

DAYTONA USA

Extra Time

On the beginner track, you'll see a slot machine with three slots. Each time you pass it, press the X button to stop one of the slots. If you get three 7's, you'll receive extra time.

Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the X button repeatedly to make the Jeffrey statue rotate and stand on his head.

Mirror Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

Time Trial

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

Karaoke Mode

In "Arcade Mode," hold Up on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press Up to make the words to the *Daytona* theme song appear at the bottom of the screen.

Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the Down/Right position and hold the L, R, C and Y buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

Easier Horse Trick

At the title screen, point the D-pad diagonally in the Up/Left position, hold the X, Z, A and B buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

Hidden Music

Buried deep within the data of the *Daytona* CD are excerpts of 73 different songs from Sega games of the past and present. To hear them, you must earn a score that's high enough to put your initials on the high score table. Once you're there, enter the initials as shown to hear different tunes:

A.B—Main theme from *After Burner*
KAG—"Maximum Power" from *After Burner*

KOU—Title theme from *Alex Kidd*
SAO—"Break Out" from *Alien Storm*
JIM—Title theme from *Alien Syndrome*
ANI—"Rise From Your Grave" from *Altered Beast*

YAM—"Choice" from *Bloodeed*

BNB—Theme from *Bonanza Bros.*

YOJ—"BGM A" from *Bonanza Bros.*

YAN—"Filthy" from *Columns*

IGA—"Select" from *Columns*

KOS—"King of Speed" from *Daytona USA*

LGA—"Let's Go Away" from *Daytona USA*

SKH—"Sky High" from *Daytona USA*

P.P—"Pounding Pavement" from *Daytona USA*

DST—"Beat Away" from *Dunk Shot*

KAO—"Toast!" from *Dunk Shot*

H.S.—"A.H.I.R.U" from *Dynamite Dux*

E.R.—Main theme from *Enduro Racer*

MAS—"BGM 2" from *Enduro Racer*

EXN—"BGM A" from *Exhaust Note*

YUI—"Good! Let's Go!" from *Flash-point*

GLC—"Air Battle" from *G-LOC*

NAG—Opening theme from *G-LOC*

G.F.—"Beyond the Galaxy" from *Galaxy Force*

HSB—"Defeat" from *Galaxy Force*

GDA—"Wilderness" from *Golden Axe*

GPR—"Time Attack" from *GP Rider*

H.O.—Main theme from *Hang-On*

K.T.—"Advertise" from *Hang-On*

SHO—"Sprinter" from *Super Hang-On*

M.M.—"Outside a Crisis" from *Super Hang-On*

KEN—Title Demo theme from *Line of Fire*



UME—"MJ-Dance" from *Michael Jackson's Moonwalker*
 .KK—"Theme of Kouchi" from *Original O.R.*—"Magical Sound Shower" from *OutRun*
 TOR—"Rush A Difficulty" from *Turbo OutRun*
 OSI—"Vivacious" from *Turbo OutRun*
 ORS—"Adventure" from *OutRunners*
 P.D—"Like the Wind" from *Power Drift*
 ISO—"Poker Face" from *Power Drift*
 QTT—"BGM 1" from *Quarter*
 MIT—"Earth Frame G" from *R360*
 TRS—"Earth Frame C" from *R360*
 R.M—"Soup Up" from *Rad Mobile*
 OKA—Theme from *Rent-A-Hero*
 KAZ—"BGM 1" from *Scramble Spirits*
 SDI—"System Down" from *S.D.I.*
 MMM—"Blue Moon" from *S.D.I.*
 S.H—Main theme from *Space Harrier*
 S.C—"Game Start" from *Stadium Cross*
 S.F—Opening theme from *Strike Fighter*
 ASA—"Funky Bomb" from *Strike Fighter*
 SMG—"Advertise BGM" from *Super Monaco G.P.*
 AO—"Name Entry" from *Super Monaco G.P.*
 VMO—Theme from *Sword of Vermilion*
 TET—"Tetrimix" from *Tetris*
 T.B—"Burning Point" from *Thunder Blade*
 NAK—"Type 2" from *Thunder Blade*
 TAK—"Type 3" from *Super Thunder Blade*
 AKI—"Advertise" from *Virtua Cop*
 DEK—"Advertise" from *Virtua Cop*
 V.F—"Akira Stage" from *Virtua Fighter*
 A.Y—"Akira Stage" from *Virtua Fighter*
 J.B—"Jacky Stage" from *Virtua Fighter*
 S.B—"Sarah Stage" from *Virtua Fighter*
 PAI—"Pai Stage" from *Virtua Fighter*
 K.M—"Kage Stage" from *Virtua Fighter*
 W.H—"Wolf Stage" from *Virtua Fighter*
 J.M—"Jeffry Stage" from *Virtua Fighter*
 LAU—"Lau Stage" from *Virtua Fighter*
 VFT—"Lion Stage" from *Virtua Fighter*
 V.R—"Polygonic Continent" from *Virtua Racing*

HANG-ON GP*Access All Courses*

Access the Option menu and highlight any icon. Next, press **B** to return to the main menu, then press **R**, **R**, **L**, **R** on top of the controller; you'll hear a xylophone sound to confirm the code. Now you can race on the previously-unavailable courses without having mastered the first three.

HIGH VELOCITY

Secret Vehicle (The Hard Way)
 If you've finished all 36 heats in *High Velocity*, you can access a top-secret hidden vehicle by entering the "Full Counter" course and choosing "Turn Left." You'll see a black Porsche sitting next to the restaurant; if you ram it from behind, you'll be able to choose the Porsche as your own vehicle.

Secret Vehicles (The Easy Way)

Go to the car select screen and highlight car type "", then hold the **L**, **R** and **Y** buttons and press **Right**. The Porsche is now available without all the hard work. With the Porsche highlighted, hold **L**, **R** and **Y** again and press **Right** to find yet another secret vehicle, a diesel truck.

Secret Course

At the "Mode Select" menu, highlight every available option and press the **B** button at each one, one at a time. When you press **B** at the last option, you'll see all of the menu options light

up for a second to confirm the code. Now select the "Time Trial". When the "Course Select" menu comes up, highlight any of the three tracks, hold the **X** button and press **A**. You'll be sent to a secret rooftop course with no specific path from start to finish. The background scenery will match that of the track you highlighted at the "Course Select" menu. Press the **Y** button to get a pop-up window with an overhead view.

LAST GLADIATORS DIGITAL PINBALL*Hidden "Victors" Table*

At the title screen, after the words "PRESS START BUTTON" appear, press **X**, **Y**, **Z**, **X**, **Y**, **Z**, **C**, **B**, **A**, **Up**, **Up**, **START**. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something.

If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: **C**, **B**, **A**, **B**, **C**, **Y**, **Z**, **X**, **Down**, **Down**, **START**.

Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **X**, **B**, **Z**, **START**. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press **A**; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and **A** button, then point to the "Play" button and press **A**. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press **Up**, **Up**, **Up**, **Up**, **A**, **B**, **C**, **Down**, **Down**, **X**, **Y**, **Z**, **START**. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the **X** button and press **Up**; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing **Up** or **Down** on the D-pad, then press **Z** to trigger one of the current table's special modes; for example, on the "Gladiators" table, each the following modes can be activated by pressing **Z** when the corner number is set as follows:

- 00—Multiball
- 01—Roman Triumph
- 02—Retarius
- 03—Bloody Arena (Two-Ball)
- 04—Chariot Races (Three-Ball)
- 05—Extra Ball Lit
- 06—Senator Mystery Lit
- 07—SPQR
- 08—Thracians
- 09—Empire
- 10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.

To remove the numbers from the screen, hold **X** and press **Down**; while the numbers are gone, hold **Y** and press **Up** to pause or unpause the game without obstructing the screen, or hold **Z** and press **Up** repeatedly to step through the animation one "frame" at a time.

Secret Scene

Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

MORTAL KOMBAT II*Cheat Menu*

When the "story" screens appear during the introduction sequence, press **Down**, **Up**, **Left**, **Left**, **A**, **Right**, **Down**, **B**, **Y**, **C**. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot.

NHL ALL-STAR HOCKEY*Crazy Codes*

To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press **L+R+Y+Z** simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game.

- Press **L+R** during the national anthem for giant players.
- Press **A+B** during the national anthem for short players.
- Press **A+Y+Z** during the national anthem for upside-down players.
- Press **X+Y+R** during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
- Press **A+X** during the national anthem for a "black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)

Player Power-Up

To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the **A**, **B**, **C**, **X**, **Y** and **Z** buttons down and press **Up**; you'll see the total in the "Point Pool" jump to 600. Now you can use these extra points to give your new player a perfect rating of 100 in every category. Use this cheat to create a whole team of superhuman players.

NIGHT WARRIORS: DARKSTALKERS' REVENGE*Extra Turbo Speed*

At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: **X**, **X**, **Right**, **A**, **Z**. You'll hear a clashing steel sound to confirm the

code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

Secret "Appendix" Menu

Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press **B**, **X**, **Down**, **A**, **Y**. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:

- "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On", you'll always play at the turbo setting you chose at the Option Mode menu.
- "Max Round" lets you change the round counter from three to one or five.
- "BGM" gives you the opportunity to change the game's background music into the music from the original *Darkstalkers* game! Choose the "Random" setting to have the game randomly choose between the music from "Classic" *Darkstalkers* or the default *Night Warriors* music (called "Hunter" after the game's Japanese title, *Vampire Hunter*).
- "Scenery" lets you alter the colors of the game's backgrounds to match those of the original *Darkstalkers* game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original *Darkstalkers* game.
- Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" *Darkstalkers* colors.
- "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.
- "BGM Test" lets you listen to the game's music.
- "Pause" Code

At the "Option Mode" menu, highlight "Screen Size" and quickly press **A**, **C**, **Y**, **Y**, **Up**. You'll hear the clashing steel sound to confirm the code. Now start the game, and you'll find that when you press **START** to pause, the screen will not darken and the word "Pause" will no longer appear.

PANZER DRAGOON*Space Harrier Mode*

Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press **START** at the first title screen, then press **Up**, **X**, **Right**, **X**, **Down**, **X**, **Left**, **X**, **Up**, **Y**, **Z** while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; now start the game and you'll be able to play without the Dragon.

Infinite Continues

Press **START** at the first title screen, then press **Up**, **X**, **Right**, **Y**, **Down**, **Z**, **Left**, **Y**, **Up**, **X** while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues.

Invincibility

Press **START** at the first title screen, then press **L**, **L**, **R**, **R**, **Up**, **Down**, **Left**, **Right** while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

Stage Select

Press **START** at the first title screen, then press **Up**, **Up**, **Down**, **Down**, **Left**,



Right, Left, Right, X, Y, Z while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

Suicide Maneuver

Press L, R, A, B, and C all at the same time; your dragon will take a dive right away and the stage will start over.

Level 0

At the difficulty/options title screen, enter Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

New Weapons

At the difficulty/options title screen, enter the code Up, X, Right, Y, Down, Z, Left, Y, Up, X. To select a weapon, hold down one of the action buttons at the Episode 1 screen. Hold A or X for normal weapon, B for red lasers, C for sidewinders, Y for multi-shot, or Z for wide shot.

Dragon-Only Mode

First, enter the "New Weapons" code as shown above. Next, at the same screen, press Left, Left, Right, Right, Down, Up, Down, Up, L button, R button; you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work.

Sega Logo Man

Have you ever noticed the man who changes into a Sega logo during *Panzer Dragoon*'s demo mode? To get a closer look at the polygons that make up Mr. Sega Logo, grab Controller 2 as soon as he appears, hold the X, Y and Z buttons and press START. Now you can manipulate the image with Controller 2 as follows:

Right—Rotate screen clockwise
Left—Rotate screen counter-clockwise
A+Right—Rotate image clockwise
A+Left—Rotate image counter-clockwise

Down—Zoom in

Up—Zoom out

A+Down—Tilt backward

A+Up—Tilt forward

X or Y—Hold either of these buttons to change the character's shading
A+B+C—Reset to the initial position and shading

When you're finished playing with the polygons, press START on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

PEBBLE BEACH GOLF LINKS

Secret Video Menu

Start a game of *Pebble Beach*, then hold Right on the D-pad, also hold the X and Z buttons and press RESET on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that allows you to watch any of the game's full-motion video sequences. Press A or C to start any scene; B brings you back to the menu.

Gallery Code

Start a game, hold Down and B button and press RESET on the Saturn console. When the game restarts, the gallery of spectators will always be there to watch you play, even if you're just practicing.

RAYMAN

Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press Up, Down, Right, Left. (Note: This only works if the number of continues remaining is three or less.) If

you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Infinite Lives

At any time during the game, press START to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the A button, press B+Right on the D-pad simultaneously and release, press R+diagonal Down/Left on the D-pad and release, press C+Y+Z simultaneously and release, then release A. Press START to continue the game; you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20.

SEGA RALLY CHAMPIONSHIP

Secret Course

At the main menu, hold the X and Y buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press Right at the course menu to find the new track when playing in Arcade Practice mode.)

Secret Car

At the main menu, press X, Y, Z, Y, X on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos. (Press Left to find the automatic Stratos at the Arcade car-select menu or press Right to choose a Stratos with manual transmission.)

SHINOBI LEGIONS

99 Shurikens

Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the L and R buttons on top of the controller and press C, A, B. The number of Shurikens will change to 99.

99 Lives

Press START at the first title screen, then highlight the words "Game Start" and press A, Z, B, Y, C, X, START. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.

Expert Mode

Press START at the first title screen, then highlight the words "Game Start" and press A, B, C, B, A, START. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar.

Stage Select

Start a game, then press START to pause. While the word "PAUSE" is on the screen, simply press A, B, A, B, C. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1". To change the number, press Left or Right on the D-pad. Once you've decided which stage you want to play, press the START button to warp directly to it.

SLAM 'N JAM '96

FEATURING MAGIC & KAREEM

Secret Cheats

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press C or START; as soon as the screen starts to fade to black, immediately enter one of the following codes:

Big Head Mode: Tap the X button quickly and repeatedly until the tip-off. **Tiny Player Mode:** Tap the Z button quickly and repeatedly until the tip-off. **Shot Percentage Indicator:** Press the L button and hold it down until the tip-off.

After the tip-off, press the START button to pause, then press it again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk.) This number tells you how likely the shot is to go in.

STREET FIGHTER ALPHA

Dramatic Battle

Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following codes before the timer expires:

Player 1—Highlight Ryu: hold the L and R buttons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ryu with the Jab button (the default is X on the Saturn.)

Player 2—Highlight Ken: hold the L and R buttons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ken with the Fierce button (the default is Z on the Saturn.)

When the fight starts, the screen will say, "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar.

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing Down.

M. Bison (Player 1): Hold the L button and press Left, Left, Down, Down, Left, Down, Down, then X+Y simultaneously.

M. Bison (Player 2): Hold the L button and press Right, Right, Down, Down, Right, Down, Down, then X+Y simultaneously.

To choose the alternate-color Bison, end the code by pressing A+B simultaneously instead of X+Y.

Akuma (Player 1): Hold the L button and press Left, Left, Left, Down, Down, Down, then X+Y simultaneously.

Akuma (Player 2): Hold the L button and press Right, Right, Right, Down, Down, Down, then X+Y simultaneously.

To choose the alternate-color Akuma, end the code by pressing A+B simultaneously instead of X+Y.

Dan (both players): Hold the L and R buttons and press Y, X, A, B, Y.

To choose the alternate-color Dan, press Y, B, A, X, Y.

STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press Up, B, Down, Z, Right, X, Left, Y as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done

the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

VIRTUA COP

Secret Cheat Code

If you've already beaten the game, you may have already discovered the "Option Plus" menu and extra bonuses the game offers to the victorious. If you haven't, here's how to get them the easy way: During the opening demo, wait for the Sega logo to appear on a white background, then hold the C button on Controller 1 and press Up, Down, Left, Right, Down, Up, Right, Left, Up, Up, Left, Right, Up. You should hear three separate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game stats with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game; simply press the START button to pause, then press the Reload button to cycle through the different weapons. Available guns include a "Special" auto-fire weapon that never runs out of ammo.

See the Ending

Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the X, Z and B buttons. Hold them down until the screen changes; instead of starting the next stage, you'll warp directly to the ending sequence.

Extra Name Entry Time

At the "Name Entry" screen, shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials.

VIRTUA FIGHTER

Boss Code

At the character select screen, quickly press Down, Up, Right, then A+Left. You'll hear a "swish" and you'll be playing as Dural.

Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press Up 12 times, then press START and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press START; you'll find a hidden Stage Select/Stage Size menu.

Alternate Character-Select Menu + Boss Code

When a "Vs." match is ending, hold the L and R buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press Up 17 times and immediately press START, Dural will be added to the alternate character menu.

Play Ranking Mode

To choose the Ranking mode without first beating the game, hold Down/Right, C, Y, L and R at the title screen and press START.

Watch the Credits

Hold the A button down during the opening demos to see the names of the makers of *Virtua Fighter*.

VIRTUA FIGHTER REMIX

Tips and Codes

All of the cheats and tricks described above for *Virtua Fighter* will also work on *Virtua Fighter Remix*.

**BATTLESPORT***Secret Character*

At the title screen—when the words "Press Start to Continue" are flashing—press **P** to access the main menu. Next, enter the following code very carefully: Press **Left** and release, hold **L**, press and release **C**, release **L**, press and release **B**, press and release **A**, hold **L**, press and release **A**, press **Right**. You'll hear the announcer say, "Oh, my! I think we've got a cheater!" Now choose an exhibition match or the "instant action setup" and you'll find a powerful secret character named Kubo who can be chosen as your opponent.

Secret Tank

As above, access the main menu and enter the following code very carefully: Hold **R**, press and release **B**, release **R**, press and release **C**, hold **L**, press and release **Right**, release **L**, press and release **A**, hold **L**, press and release **B**, release **L**, hold **R**, press **Right**. You'll hear the announcer say, "Oh, my! I think we've got a cheater!" Now start the game in any mode; when it's time to choose a vehicle, you'll find a new tank called the Invader. It has a top speed that's equal to the Runner and its acceleration is better than any other available tank.

BURNING SOLDIER*Cheat Menu*

At the Option menu—the one that says "Music Volume, Player Mode", etc.—press **L+R+C+X+Right** on Controller 2 all at the same time. The Debug menu offers tons of cool options: Enemy Missile ("None" means the enemies don't shoot at you), Always Boss Clear ("Yes" means you automatically defeat each boss), Data Stream Jump ("Exit" means that you can skip between the different stages in each area by pressing **L** or **R** on Controller 2), Area Select Menu (a Stage Select), Four Player Mode (which gives you four cursors on the screen so four players can shoot enemies together) and others.

CAPTAIN QUAZAR*Walk Through Walls*

At any time during the game, press **P** to pause, then press **R, L, B, B, B, R, L, Up**. When you press **P** again to return to the game, all of the walls and stationary obstacles in your immediate surroundings will disappear for just a few seconds, allowing you to walk right through.

CORPSE KILLER*Extra Datura Bullet*

If you don't have any Datura bullets, you're in trouble if a Strawman or Reaper appears, because they can't be killed with regular bullets. If you hold the **A** button and tap **B**, the game will give you a single Datura bullet.

DEMOLITION MAN*Blood Code*

At the title screen, hold the **R** button and rotate the D-pad clockwise until seven splashes of blood appear on the screen. Now you can see blood in the game when you shoot somebody.

Stage Select

Pause the game on any level, then press **L, A, Up, Down, R, Up**. The password box on the paused screen will change to read "#PWR" to indicate that the code is in place. Next, while the game is still paused, press and hold the **B** button to get the level-select to appear in the password box. While holding **B**, press **Up** or **Down** to choose a stage, then release **B** to warp there.

DOOM*Cheat Codes*

During the game, hold **B** and press **P** to access the map. Next, input one of the following cheats. These codes must be entered at the map screen while the game is running—they won't work while paused—and each one will be confirmed with an explosion sound when you press the last button in the sequence:

See the entire map—**L, R, R, A, Left, Left, Up, A, C**.

See all of the items on the map—**L, R, R, Right, Up, B, B, Left, R**.

God Mode (invincibility)—**Up, Right, A, B, A, Down, A, L, L**.

All weapons and keys—**A, Left, A, B, A, Right, A, C, A**.

Start at any level—**L, Up, C, C, R, Down, A, Left, Left**. (Once you've entered this cheat, you must allow yourself to get killed or simply turn off the 3DO to return to the main menu, where you'll be able to access all 23 missions.)

Two extra screen sizes—**Up, Right, L, Up, Right, Right, R, A, Left**. (Once you've entered this cheat, press the **X** button and access the "screen size" function at the option menu; you'll find that there are two additional screen sizes to choose from.)

FOES OF ALI*Cheat Mode*

Start a game in any mode. When the fight begins, press the **P** button to pause. Then, at the "Pause" menu, hold the **L** and **R** buttons on top of Controller 1 and press **C**. A secret "Cheat Codes" menu will appear. Enter any of the following passcodes to get different effects—but please be aware that some of the cheat codes listed below may crash the game or even reset the 3DO machine in certain situations.

AIAT—Changes Boxer 1 into a computer-controlled fighter; enter the code again to regain control with Controller 1.

AIBT—In a one-player game, this code makes Boxer 2 playable with Controller 2; enter the code again to return control of Boxer 2 to the computer. In a two-player game, this gives control of Boxer 2 to the computer; re-enter the code to restore Controller 2.

PADC—This code activates Controller 3 for special cheat functions; let's hope you've got a third controller. Once you've entered this code, the buttons on Controller 3 will have the following effects:

A: Knock down Boxer 2 for six seconds.

B: Cut the right eye of Boxer 1. Press this button three times and the referee will stop the fight.

L button: End the current round and immediately advance to Round 10.

GAME GURU*Secret Video Scene*

At the main menu, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "IHAVETHEVIDEO2" and press **C**; you'll be taken on a three-minute video tour of the offices of Symbiosis Media and meet the creators of the Game Guru.

Music Select

As above, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "SONG2" and press **C**; you've just changed the Game Guru background music to different tune. Try entering different numbers, from "SONG2" to "SONG9" to find the one you like best; to restore the default background music, enter the code "SONG1".

Secret "Advanced" Mode

As above, choose "Enter Code" and se-

lect the "GameGuru.CFG" file. When the code screen appears, enter "IHAVETHEPOWER" and press **C**. You'll get a "Warning" screen that asks if you really want to go ahead; be brave and choose "Yes". You now have access to the most dangerous and exotic functions of the 3DO Game Guru, including association and optimization functions as well as a full-featured hex editor that will give you the power to seriously screw up your saved-game files. Don't mess with this unless you know what the terms "NVRAM" or "CRC" mean; if you want to go back to the way things used to be, just choose "File Related" from the main menu and delete the "GameGuru.CFG" file from memory, then turn the 3DO off. When you reboot, the default CFG file will be restored.

GEX*99 Lives*

Press **P** to pause, then hold **R** and press **Left, C, Down, Down, Right, A, C, Up, Left, A**.

Stage Select

You must be at a map screen for this trick to work. At any map screen, press **P** to pause, then hold the **R** button and press **Left, C, Down, Left, Right, Right, Up, Right, Right**. The top-secret stage-select menu will appear. Be careful when using the menu, as some of the options may cause the 3DO to reboot. You may even find some unfinished stages that didn't make it into the final game.

GRIDDERS*Practice Any Level*

At the options menu, highlight **EXIT** and hold **X**. Press **B, A, R, X**.

Level Skip

At the options menu, highlight **EXIT** and hold **X**. Press **P, A, R, A, L, L, A, X** (as in the other cheats). Then, start a new game and press one of the following button combinations:

- Press **R+A** to skip ahead one level
- Press **R+B** to skip ahead five levels
- Press **R+C** to skip ahead ten levels
- Press **R+L** to skip back one level.

THE HORDE*Cheat Codes*

Start the game, then hold **Up** on the D-pad and hold down the **A** and **B** buttons before pausing the game. While paused, enter one of the following codes, then unpause to activate the cheat:

Down, A, Left, Left, Down, A, A, Right: You immediately finish the current habitat and return to the castle.

Left, A, A, B, Left, A, Right, Down: You immediately receive 30,000 Crowns, the maximum amount of loot you can have in the game.

Left, A, Up, Down, B, A, A, B: The entire map of the current habitat is revealed.

A, Down, Down, Right, A, Down: This cheat allows you to continue playing even if the entire village is destroyed.

Right, A, Left, Left, A, Up, B: Watch all of the full-motion video sequences in the game, one after another.

B, Right, A, Left, Left, Down, Right, A, A, Left: All items and weapons in the game become available for purchase.

B, Right, A, B: Chauncey runs around the map twice as fast as normal, as if he's using the Boots of Boogie. If Chauncey uses the Boots in combination with this cheat, he runs around the map FOUR times as fast.

B, Up, Right, Down, A, Down, A, Right: Chauncey becomes invulnerable to damage.

JOHN MADDEN FOOTBALL*Giant and Midget Refs*

While playing, pause the game and

press **Right, Down, Left, Up, Right, Down**. You'll hear the referee's whistle blow, signaling his newfound physique. When you continue the game, you'll find that the ref has become a giant.

To make the referee small, pause the game and press **Left, Down, Right, Up, Left, Down, Right**. When you hear the whistle, you'll have a midget ref.

JOHNNY BAZOOKATONE*Passwords*

Level 1—SOFTCELL

Level 2—LOVESHAK

Level 3—STIRITUP

Level 4—LIVEAID

Level 5—PLECTRUM

MAD DOG McCREE*Pause/Continue Trick*

If you get shot by a bad guy, quickly press the **PLAY** button, then click on the **CONTINUE** option. You'll reenter the game at a point just before the bad guy who shot you.

MAZER*Ultra Power-Up*

Before the start of each level—when the full-screen photo of the current stage name is on the screen—press **A, C, C, A, B, B**. You'll start the game with a full power-up of all normal abilities except for Turbo, which is doubled. Additionally, whenever your player picks up any power-up, you will regain double Turbo power until the round ends or you are killed.

Secret Option Menu

During Mazer's full-motion video demonstration mode, press and hold the **L** and **C** buttons on Controller 1. You'll jump to a secret options menu that allows you to adjust the difficulty level, remove the blood from the game and even test your controllers.

THE NEED FOR SPEED*Vs. Rocket Scooter*

Play the game for at least ten seconds, then pause to go into instant replay. Rewind to the start of the replay buffer. Press **R, Down** and **B** simultaneously on Controller 2. Quit your race and start a new one; you'll be racing against a rocket scooter.

Nitro Charging Performance Boost

Enter a game and immediately press **L, R** and **Up** on Controller 2 plus **L, R, A** and **C** on Controller 3. A car crash message will flash on the screen. Exit the game and, in all subsequent games you play, engine torque and power will be increased by 20% for the faster cars and 30% for the slower ones to keep them all at the same level.

OUT OF THIS WORLD*Secret Game*

Go to the Password screen and enter the code **BRGR**. Press "OK" and you'll go to the Breakout-style game called *Stalactites*.

REBEL ASSAULT*Stage Skip*

To warp your way through the stages of *Rebel Assault* with ease, start the game and wait for the LucasArts logo to spin onto the screen. As soon as it starts to appear, press **Up+A, Down+A, Left, A, Right+A**; repeat this code until you hear a bell ring and a chorus of voices singing, "LucasArts!" With this cheat in place, start the game. When you want to skip any stage, just press the **C** button to be warped instantly to the next one.

RETURN FIRE*Stage Select*

Enter the password **WOLF** to access any level in a one- or two-player game.

**Codes for use with
Galoob's Game Genie
Video Game Enhancers****Tetris Blast
Game Boy**

3E6-9fA-C45 +
xx6-A0A-4CB +
006-B1A-08F—Replace "xx" to choose a starting level
000-67A-6E2—The same block always drops; disable to change blocks
AF0-66A-802—Always drops a square
xx2-07A-7FA—Replace "xx" to change the number of blocks dropped before the level speeds up
C92-08A-C49—Game level never speeds up
002-08A-C49—Ultra-fast game

**Cutthroat Island
Super NES**

C92C-47D8—Infinite energy
50C7-3DD8—One-hit kills
C22B-C71F—Collect all aggression and keep it

**College Slam
Super NES**

3C35-B774 +
3C35-B754—Infinite power when designing players
CBC9-0D07—No shot clock violations

**Codes for use with
Interact Game Products'
Game Shark Video Game
Enhancers****Galactic Attack
Saturn**

F6000914-C305 +
B6002800-0000—Master code (must be entered)
160EAC30-0003—Infinite lives, Player 1

**Iron Storm
Saturn**

F6000914-C305 +
B6002800-0000—Master code (must be entered)
1603BCB2-FFFF—Infinite cash

**Wing Arms
Saturn**

F6000914-C305 +
B6002800-0000—Master code (must be entered)
16065936-0035—Infinite armor
16065932-0064—Infinite missiles

**NBA Shoot Out
PlayStation**

80096ed4-0000 +
800b4e68-0000—Away team scores 0
80096ed4-0000 +
8004e640-0000—Home team scores 0

**P.O.'ed
PlayStation**

80075c40-0064 +
8009aba0-0064—Infinite energy
8009abba-0101—Have drill
8009abc2-0001—Have missile cam
8009abb4-03e7—Infinite rockets

**Resident Evil
PlayStation**

800c51ac-0060—Infinite health
800c8784-ff0a—Rocket launcher
800c8784-ff06—Flamethrower
800c8784-0032—Oil can
800c8786-004c—Pick axe
800c8784-ff0d—Dum-dum bullets

**Shell Shock
PlayStation**

80087c1e-0300—Infinite armor
800855ba-0004—Reloader
800855b4-0004—Air support

**Codes for use with the
3DO Game Guru Video
Game Enhancer****Corpse Killer
3DO**

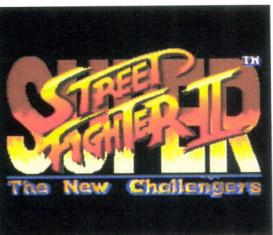
IUMVCXF—99 health
JDDICXF—255 Datura bullets
IDDHCXF—255 Armor piercing bullets
HDDGCXF—255 Armor piercing datura bullets

**Cyberia
3DO**

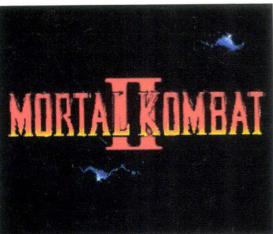
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WXXXXXXXMSXXF +
KXXXXXXUXXXHXXF +
GXXXXWXXXWCXXXF +
TWXXWXWXWXWXTWXF +
MXXXXXXXWXIWXF +
GWXXWXXXXXXDWXF +
VXXXXWXWXWUVXF +
IWXXWXWXWXJVXF +
GXXXXXXWXWEXVF +
TWXXWXWXWXVUXXF +
LXXXXXXWXWXXKUXF +
XWXWXWXWXWXFUXF +
QVXUUWF—Activate all levels

**Killing Time
3DO**

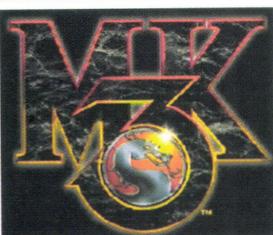
GDDGVXF +
PHHGGFFEEEDDLVXF—All winged vessels
SDDSVXF +
HHHGGFFEEEDDXVXF—All keys


GENESIS


1. Dream Theater (Miami, FL)—3649
2. Cerberus (Beverly Hills, CA)—3506
3. FURY1 (New York, NY)—3442
4. R A D J A N (Fort Worth, TX)—3407
5. Skyfire (Cupertino, CA)—3365



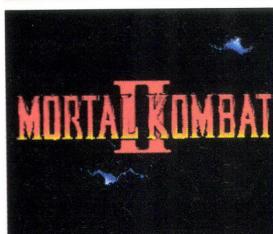
1. Harkonen!!! (Long Island City)—3962
2. Mid-Knight Lover (Hoboken, NJ)—3931
3. *Highblood* (Carrollton, GA)—3902
4. Vamperotica (Bayonne, NJ)—3772
5. LOVERBOY (inc.) (Jersey City, NJ)—3769



1. The Master Jon (Decatur, GA)—3503
2. Koma (Brooklyn, NY)—3488
3. THE UNKNOWN XXX (New York, NY)—3480
4. MK3 Champion (Chamblee, GA)—3472
5. NEMESIS!!! (Flushing, NY)—3393

SUPER NES


1. Champion (SnR) (Ontario, CA)—4212
2. \$Big Money\$ 4-C (Winterpark, FL)—4175
3. Ryan LOVES Amy (Orlando, FL)—4032
4. Da Mad Killa (SNR) (Fontana, CA)—4031
5. Farewell TuO (Las Vegas, NV)—3942



1. Ghost Rider X (Orlando, FL)—5182
2. SouL SteaLeR X (Orlando, FL)—5079
3. Ryan LOVES Amy (Orlando, FL)—4897
4. Dream Theater+ (Miami, FL)—4206
5. WaR GoD (Wilkes-Barre, PA)—4193



1. Lord GameGod (Phoenix, AZ)—7566
2. CYBER CRIP (Phoenix, AZ)—7365
3. Vampire (SNR) (Murray, UT)—6737
4. 20/20 * I C E * (San Diego, CA)—5812
5. 187*Killa' (SNR) (Atlanta, GA)—5769

FIGHTING-GAME TOP 5 LISTS

Each month, **TIPS & TRICKS** teams up with **Catapult Entertainment** to bring you a recap of the top fighting-game fanatics who have dominated the **XBAND** Video Game Modem and Network, defeating foes from all over the country. This issue's lists cover the month ending **June 1, 1996**. If you want to get into **XBAND**, stop by your local **Electronics Boutique, Software, Etc., Babbage's or Toys 'R' Us** store, or visit **Blockbuster Video** and check out the **XBAND** instructional/demo video—it's a free rental!

XBAND Top 5 Lists



JOE SISLOW

millennium rush

Joe is a game designer/producer at the development company, Millennium Rush. It's his job to make sure the games they produce are fun. He looks like he knows how to have fun. Joe is a Michael Jordan fan (he's from Chicago), likes to play *Virtua Fighter 2* for the Saturn, and is constantly expanding his CD collection. It's his dream to run his own company and create an *Alice in Wonderland* game. Joe is a Scorpio, which he claims is the sign most susceptible to evil. But, really, he's very nice.



Sonic the Hedgehog Update I LOVE SONIC!

Sonic the Hedgehog made his debut on the Sega Genesis in 1991. Since the original *Sonic the Hedgehog*, he's starred in several other games for the Genesis (*Sonic the Hedgehog*, *Sonic the Hedgehog 2*, *Sonic the Hedgehog 3*, *Sonic and Knuckles* and *Sonic Spinball*) as well as for Game Gear (*Sonic the Hedgehog*, *Sonic the Hedgehog 2*, *Sonic Spinball*, *Sonic Drift*, *Sonic Triple Trouble* and *Sonic Chaos*) and Sega CD (*Sonic CD*). And then there's the music CD, *Sonic Boom*.

Here's what Sonic will be up to in the upcoming months:

Sonic X-Treme for Sega Saturn.

Sonic Blast: The Ultimate 3D Adventure for Genesis and Game Gear.

Sonic the Hedgehog's Game World for Pico.

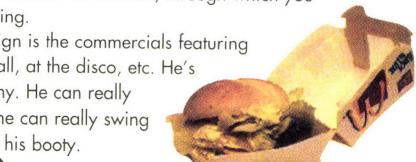
Sonic Schoolhouse for PC.



eNergy Now!

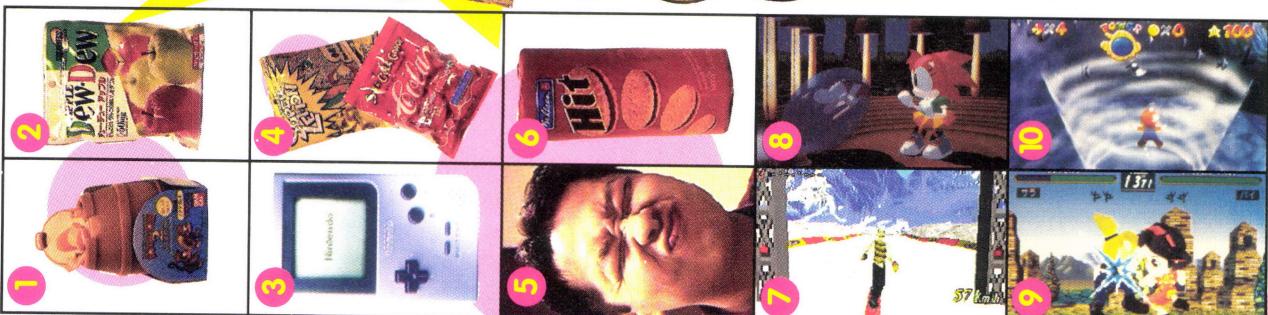
Sometimes you get tired. You need something.

**KICK
POWER BAR
LIPOVITAN
YOO-HOO
ORNAMIN C**



IT'S AUGUST

...don't forget to wear sunscreen!



1. donkey kong country 2 candy. it comes packaged in a plastic barrel with a rubber figure. the candy itself is shaped like bananas and tastes good, though a little chalky. 2. apple dew candy. hard candy that tastes like apple and is actually sugar free. it's two-toned, too. one side's red, and one side's green. very tasty. 50 mg of vitamin c. 8 calories.
3. game boy pocket. it's 32% smaller than the game boy but has the same size screen with better quality. it's compatible with all game boy software and has a matte silver finish.
4. super lemon and super cola candy. it is so sour when you first put it in your mouth that you think you're going to die. but the sour stuff dissolves after a few seconds, and you're left with sweetness.
5. wataru on super cola. 6. hit cookies. german biscuits "with a delightful chocolate flavored filling." be careful. two cookies is 7 grams of fat. they taste good but provide only 2% of your daily recommended amount of iron.
7. cool boarders. from uep systems, inc. plenty of speed. four different courses. perform tricks like stale fish, late 180, indy grab, melancholy grab. available august in japan. for playstation. 8. sonic fighters. a 3D sonic fighting game that sega will hopefully release in the u.s., either in the arcade or for the saturn. please! 9. virtua fighter kids. the same with virtua fighter kids! please release it here. as of now, it is only available in japan. super deformed virtua fighter characters. 710. super mario 64. will be released on the same day as the nintendo 64, september 30. you'll be amazed by this game's three-dimensional environments and texture-mapped graphics. 64 meg. 25 different areas to explore. mario climbs, slides, runs, walks, swims, flies, jumps, hangs from rafters.

Yogurt Drinks More bacteria for you.

Such a variety of yogurt drinks. Tart and tasty, yogurt drinks will often hit the spot. Though with thicker yogurt beverages, the gooey stuff on the lip of the bottle is a real turn-off. No matter. Here are some of our favorites.



Yogloo
Strawberry



Yogloo
Original



Yonique



Alta Dena Nonfat
Liquid Yogurt
Beverage
with Acidophilus and
Bifidus (made with milk
from cows not treated
with rBST).

The Arch Deluxe Burger

According to Geoff, the Arch Deluxe has been marketed as an adults-only burger, and you'd might as well leave it to adults because the Big Mac tastes better anyway. It tastes sort of like the Arco Hubba Bubba burger without the onions. The Arch Deluxe is comprised of a big beef patty, lettuce, tomato, cheese, catsup on the bottom bun, and special herb mayo on the top bun. A disc of bacon with peppers on it is optional (an extra 30 cents). The best thing about the Arch Deluxe is the bun. It's a faux split sourdough roll with sesame seeds. Soft and fresh. The packaging is interesting, as there is a "window" in the box, through which you can see the burger. That's titillating.

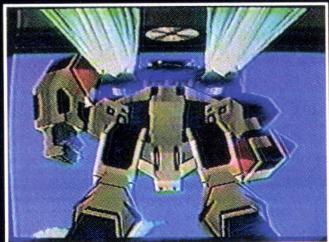
The best thing about the campaign is the commercials featuring Ronald McDonald at the pool hall, at the disco, etc. He's being "adult," and he looks funny. He can really shoot some pool, and he can really swing his booty.



NEXT MONTH

IN

TIPS & TRICKS



VIRTUAL ON

- Robot strengths & weaknesses
- Special attacks
- Full terrain maps



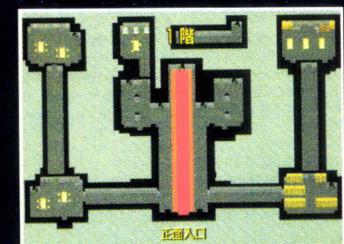
OVER TOP

- Secret shortcuts
- Complete vehicle analysis
- Tips to increase your velocity



SUPER DODGE BALL

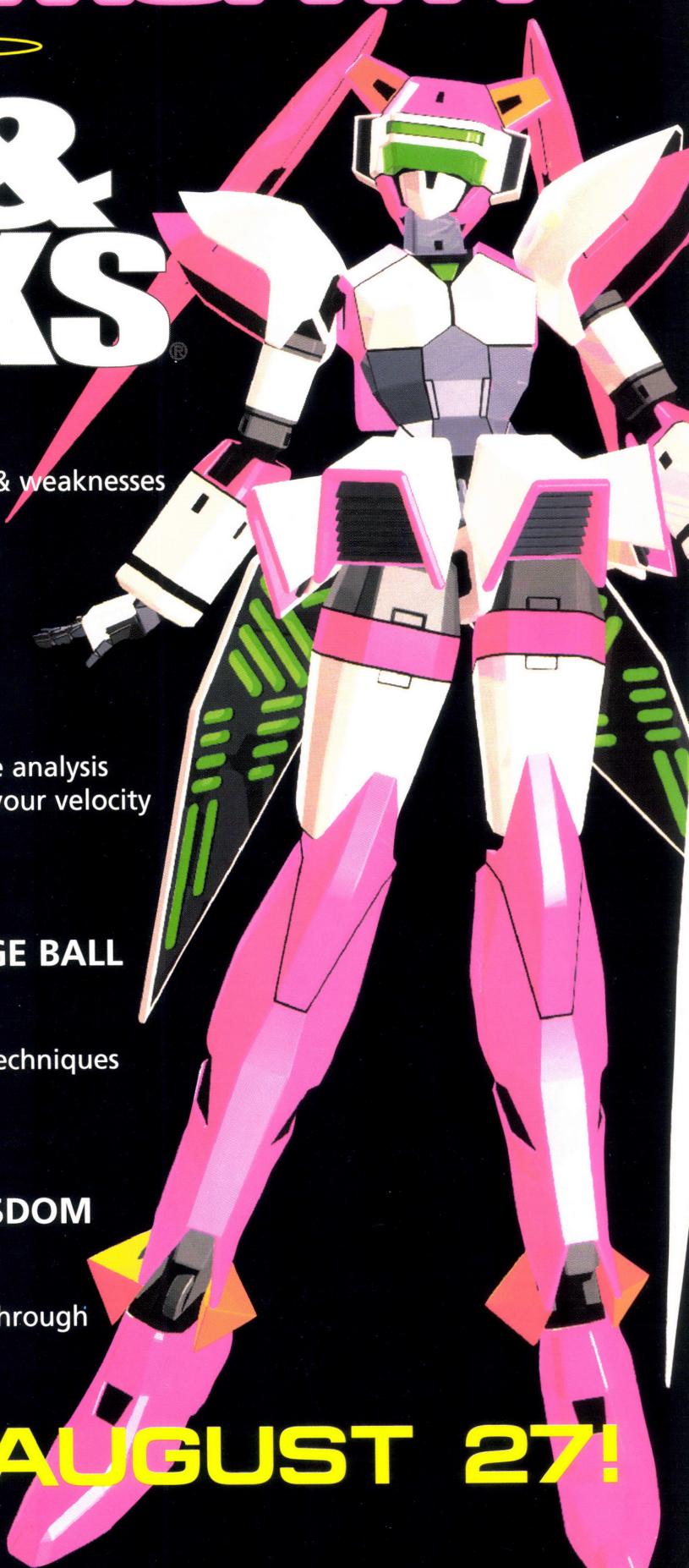
- Secret moves
- Boss strategies
- Championship techniques



SHINING WISDOM

- Full level maps
- Strategy tips
- Complete walkthrough

ON SALE AUGUST 27!



DEATH. It's what they live for.



Against a dark and shifting 3-D landscape, the warriors of the twisted underworld known as BATTLE ARENA TOSHINDEN 2™ await your return. How do they know you'll be back? Let's just say it's a gut feeling. As in the first 360° go-round, the moves are lethal, the stages visceral and the characters, wicked. And this time, the original avengers are joined by a new crew of fighters. Like Tracy, the sexy cop gone bad; Gaia, merciless madman; and Chaos, a friendly fella who happens to swing a sickle. All of 'em real keen to get to know you better. On every level.

So welcome back. And plan to stay awhile. Because here in Battle Arena Toshinden 2, these forsaken foes aren't just out to take you down. They're down to take you out.

<http://www.playmatestoys.com>



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